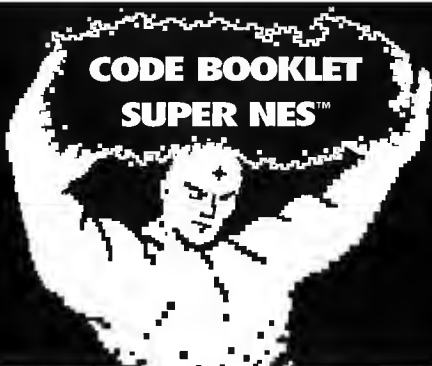


GAME GENIE

CODE BOOKLET SUPER NES™

E2C



- **The 7th Saga™**
- **Aerobiz™**
- **Alien vs Predator™**
- **Batman Returns™**
- **Battletoads in Battlemaniacs™**
- **Best of the Best™**
- **Boxing Legends of the Ring™**
- **Bubsy™**
- **Cool Spot™**
- **Cybernator™**
- **Dragon's Lair™**
- **Fatal Fury™**
- **Final Fantasy II™** (Alternate Codes)
- **Goof Troop™**
- **King Arthur's World™**
- **Lethal Weapon™**
- **Mario is Missing!™**
- **MechWarrior™**
- **Mortal Kombat™ Game**
- **Operation Logic Bomb™**
- **Outlander™**
- **Populous™**
- **Pugsley's Scavenger Hunt™**
- **Rock N' Roll Racing™**
- **Secret of Mana™**
- **Shadowrun™**
- **Street Fighter II™** (Still More Codes)
- **Super Mario All-Stars™**
- **Super Off Road, The Baja™**
- **Super Turrican™**
- **Super Valis IV™**
- **Taz-Mania™**
- **Terminator™**
- **Tiny Toon Adventures™ Buster Busts Loose™**
- **Tuff E Nuff™**
- **Wayne's World™**
- **Wing Commander™**
- **World Heroes™**
- **Yoshi's Cookie™**
- **Yoshi's Safari™**
- **Zombies Ate My Neighbors™**

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Code Symbols

There are many types of codes you can use to change game-play features with Game Genie™. For quick reference, find the symbol for the type of code you want to use on this page. Then turn to the game codes in the listings on the following pages (games appear in alphabetical order) and look for the symbol next to the corresponding codes.



Ammunition



Change Rules



Energy/Food/
Fuel



Expert—Makes
game harder



Extra Continues/
Credits



Handicap—
Gives one player
an advantage or
disadvantage



In-Game Money/
Currency/Points



Infinite Lives



Invincibility/
Protection/
Almost
Invincible



Keep Weapons/
Equipment/
Power-Ups



Lives



Magic



Mega Power



Super Mega
Power (and
sometimes
Infinite Lives)



Mystery/
Weird/ Special/
Defies
Categories



Speed



Super Flying



Super/
Mega Jumping



Timer



Weapons/
Equipment



World, Level and
Stage Warps

GAME GENIE CODE BOOKLET SUPER NES™

Is published by Lewis Galoob Toys, Inc., as a supplement to the codebook. Correspondence should be addressed to:

GAME GENIE
UPDATE/SUPER NES™
P.O. BOX 5941
STACY, MN 55078

All submissions become the property of Lewis Galoob Toys, Inc., and will not be acknowledged or returned.

GAME GENIE CONTACTS

For assistance with operating your Game Genie, or for warranty and service information:

GAME GENIE HELPLINE

1-513-868-8835

NOTE: CODES ARE NOT
AVAILABLE BY PHONE

Or, write to:

Game Genie
Consumer Service
2350 Pleasant Avenue
Hamilton, OH 45015

To report problem codes:

Game Genie
Consumer Service
2350 Pleasant Avenue
Hamilton, OH 45015

Game Genie™ works on many game titles for the Super Nintendo Entertainment System®. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game play features may not be accessible.

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Note: Some codes in some games may be changed by the Game Genie™, so when you return to the Code Screen by pressing Reset, they will be different than when first entered. This is OK. If it happens, you do not have to correct the code, but can restart the game using the modified code.

The 7th Saga™ Game

SAGA

CODE	KEY IN . . .	EFFECT . . .	
1	7417-87AD	Human fighter has 50 HP	
2	1017-87AD	Human fighter has 100 HP	
3	A617-87AD	Human fighter has 200 HP	
4	7416-8FAD	Tetujin™ has 50 HP	
5	1016-8FAD	Tetujin has 100 HP	
6	A616-8FAD	Tetujin has 200 HP	
7	7419-8D0D	Dwarf has 50 HP	
8	1019-8D0D	Dwarf has 100 HP	
9	A619-8D0D	Dwarf has 200 HP	
10	741B-840D	Human mage has 50 HP	
11	1018-840D	Human mage has 100 HP	
12	A618-840D	Human mage has 200 HP	
13	7411-8DAD	Elf has 50 HP	
14	1011-8DAD	Elf has 100 HP	
15	A611-8DAD	Elf has 200 HP	
16	741C-84AD	Demon has 50 HP	
17	101C-84AD	Demon has 100 HP	
18	A61C-84AD	Demon has 200 HP	
19	7415-8F0D	Alien has 50 HP	
20	1015-8F0D	Alien has 100 HP	
21	A615-8F0D	Alien has 200 HP	
22	F010-8DAD	Human fighter has 20 power	
23	F016-84AD	Tetujin has 20 power	
24	F019-8F0D	Dwarf has 20 power	
25	F018-870D	Human mage has 20 power	
26	F011-8FAD	Elf has 20 power	
27	F01C-87AD	Demon has 20 power	
28	F015-840D	Alien has 20 power	
29	F310-8D0D	Human fighter has 30 MP	
30	F316-840D	Tetujin has 30 MP	
31	F319-8DAD	Dwarf has 30 MP	
32	F318-84AD	Human mage has 30 MP	
33	F311-8F0D	Elf has 30 MP	
34	F31C-870D	Demon has 30 MP	
35	F315-8FAD	Alien has 30 MP	
36	F010-8F6D	Human fighter has 20 speed	
37	F016-876D	Tetujin has 20 speed	
38	F019-84DD	Dwarf has 20 speed	
39	F01C-8DDD	Human mage has 20 speed	
40	F011-846D	Elf has 20 speed	
41	F018-8D6D	Demon has 20 speed	
42	F015-87DD	Alien has 20 speed	
43	4A8D-84AD + DF8D-87DD	Start with 297 gold	
44	E08D-84AD + DF8D-87DD	Start with 62,708 gold	
45	2DBD-84AD + D58D-87DD	Start with 2000 gold	
46	1810-870D	Human fighter starts with Sword of Anger™	
47	1A10-870D	Human fighter starts with Sword of Courage™	

48	1E10-870D	Human fighter starts with Sword of Fire™
49	1C19-87AD	Dwarf starts with Sword of Nature™
50	1A19-87AD	Dwarf starts with Sword of Courage
51	1E19-87AD	Dwarf starts with Sword of Fire
52	631C-8FAD	Human mage starts with petrified staff
53	6E1C-8FAD	Human mage starts with Rod of Tide™
54	6315-8D0D	Elf starts with petrified staff.
55	BF15-8D0D	Elf starts with Staff of Brilliance™
56	1B18-840D	Demon starts with Sword of Anger
57	1218-840D	Demon starts with Sword of Despair™
58	1E18-840D	Demon starts with Sword of Fire

The 7th Saga, Tetujin, Sword of Anger, Sword of Courage, Sword of Fire, Sword of Nature, Rod of Tide, Staff of Brilliance and Sword of Despair are trademarks of Enix/Produce.

Aerobiz™ Game

AERO






CODE

KEY IN ...

EFFECT ...

1	DDA6-0DFD	In scenario 1, Tokyo starts with \$649,280,000
2	D9A6-0DFD	In scenario 1, Tokyo starts with \$7,202,880,000
3	94A6-0D2D	In scenario 1, Beijing starts with \$420,160,000
4	D9A6-0FFD	In scenario 1, Beijing starts with \$7,393,600,000
5	95A6-0F2D	In scenario 1, Hong Kong starts with \$449,440,000
6	D9A6-04FD	In scenario 1, Hong Kong starts with \$7,453,600,000
7	03A6-042D	In scenario 1, Singapore starts with \$400,640,000
8	D9A6-07FD	In scenario 1, Singapore starts with \$7,353,600,000
9	7CA6-072D	In scenario 1, Sydney starts with \$297,920,000
10	D9AB-0DFD	In scenario 1, Sydney starts with \$7,153,600,000
11	73AB-0D2D	In scenario 1, Delhi starts with \$317,440,000
12	D9AB-0FFD	In scenario 1, Delhi starts with \$7,193,600,000
13	43AB-0F2D	In scenario 1, Tehran starts with \$239,360,000
14	D9AB-04FD	In scenario 1, Tehran starts with \$7,033,600,000
15	7DAB-042D	In scenario 1, Cairo starts with \$249,120,000
16	D9AB-07FD	In scenario 1, Cairo starts with \$7,053,600,000
17	45AB-072D	In scenario 1, Nairobi starts with \$200,320,000
18	D9AC-0DFD	In scenario 1, Nairobi starts with \$6,953,600,000
19	4AAC-0D2D	In scenario 1, Lagos starts with \$229,600,000
20	D9AC-0FFD	In scenario 1, Lagos starts with \$7,013,600,000
21	DDAC-04FD	In scenario 1, Moscow starts with \$289,280,000
22	D9AC-04FD	In scenario 1, Moscow starts with \$6,842,880,000
23	DDAC-07FD	In scenario 1, London starts with \$949,280,000
24	D9AC-07FD	In scenario 1, London starts with \$7,502,880,000
25	DDA8-0DFD	In scenario 1, Paris starts with \$289,280,000
26	D9A8-0DFD	In scenario 1, Paris starts with \$6,842,880,000
27	06A8-0D2D	In scenario 1, Rome starts with \$371,360,000
28	D9A8-0FFD	In scenario 1, Rome starts with \$7,293,600,000
29	DDA8-04FD	In scenario 1, New York starts with \$189,280,000
30	D9A8-04FD	In scenario 1, New York starts with \$6,742,880,000
31	74A8-042D	In scenario 1, Vancouver starts with \$258,880,000
32	D9A8-07FD	In scenario 1, Vancouver starts with \$7,073,600,000
33	DDAA-0DFD	In scenario 1, Los Angeles starts with \$649,280,000
34	D9AA-0DFD	In scenario 1, Los Angeles starts with \$7,202,880,000
35	70AA-0D2D	In scenario 1, Honolulu starts with \$268,640,000
36	D9AA-0FFD	In scenario 1, Honolulu starts with \$7,093,600,000
37	74AA-0F2D	In scenario 1, Mexico City starts with \$258,880,000



38	D9AA-04FD	In scenario 1, Mexico City starts with \$7,073,600,000	
39	47AA-042D	In scenario 1, Lima starts with \$180,800,000	
40	D9AA-07FD	In scenario 1, Lima starts with \$6,913,600,000	
41	73AA-072D	In scenario 1, Rio de Janeiro starts with \$317,440,000	
42	D9A2-0DFD	In scenario 1, Rio de Janeiro starts with \$7,193,600,000	
43	48A2-0D2D	In scenario 1, Buenos Aires starts with \$210,080,000	
44	D9A2-0FFD	In scenario 1, Buenos Aires starts with \$6,973,600,000	
45	DDA2-04FD	In scenario 2, Tokyo starts with \$1,149,280,000	
46	D9A2-04FD	In scenario 2, Tokyo starts with \$7,702,880,000	
47	1FA2-042D	In scenario 2, Beijing starts with \$498,240,000	
48	D9A2-07FD	In scenario 2, Beijing starts with \$7,553,600,000	
49	53A2-072D	In scenario 2, Hong Kong starts with \$649,760,000	
50	D9A3-0DFD	In scenario 2, Hong Kong starts with \$7,853,600,000	
51	18A3-0D2D	In scenario 2, Singapore starts with \$552,160,000	
52	D9A3-0FFD	In scenario 2, Singapore starts with \$7,653,600,000	
53	5FA3-0F2D	In scenario 2, Sydney starts with \$581,440,000	
54	D9A3-04FD	In scenario 2, Sydney starts with \$7,713,600,000	
55	19A3-042D	In scenario 2, Delhi starts with \$517,760,000	
56	D9A3-07FD	In scenario 2, Delhi starts with \$7,593,600,000	
57	7CA3-072D	In scenario 2, Tehran starts with \$297,920,000	
58	D9AE-0DFD	In scenario 2, Tehran starts with \$7,153,600,000	
59	0AAE-0D2D	In scenario 2, Cairo starts with \$390,880,000	
60	D9AE-0FFD	In scenario 2, Cairo starts with \$7,333,600,000	
61	7DAE-0F2D	In scenario 2, Nairobi starts with \$249,120,000	
62	D9AE-04FD	In scenario 2, Nairobi starts with \$7,053,600,000	
63	7CAE-042D	In scenario 2, Lagos starts with \$299,040,000	
64	D9AE-07FD	In scenario 2, Lagos starts with \$7,149,600,000	
65	DDAD-6DFD	In scenario 2, Moscow starts with \$689,280,000	
66	D9AD-6DFD	In scenario 2, Moscow starts with \$7,242,880,000	
67	DDAD-6FFD	In scenario 2, London starts with \$38,560,000	
68	D9AD-6FFD	In scenario 2, London starts with \$6,592,160,000	
69	DDAD-64FD	In scenario 2, Paris starts with \$909,280,000	
70	D9AD-64FD	In scenario 2, Paris starts with \$7,462,880,000	
71	1EAD-642D	In scenario 2, Rome starts with \$571,680,000	
72	D9AD-67FD	In scenario 2, Rome starts with \$7,693,600,000	
73	DDAF-6DFD	In scenario 2, New York starts with \$829,280,000	
74	D9AF-6DFD	In scenario 2, New York starts with \$7,382,880,000	
75	94AF-6D2D	In scenario 2, Vancouver starts with \$420,160,000	
76	D9AF-6FFD	In scenario 2, Vancouver starts with \$7,393,600,000	
77	DDAF-64FD	In scenario 2, Los Angeles starts with \$1,109,280,000	
78	D9AF-64FD	In scenario 2, Los Angeles starts with \$7,662,880,000	
79	0CAF-642D	In scenario 2, Honolulu starts with \$381,120,000	
80	D9AF-67FD	In scenario 2, Honolulu starts with \$7,313,600,000	
81	98AF-672D	In scenario 2, Mexico City starts with \$468,960,000	
82	D9A4-6DFD	In scenario 2, Mexico City starts with \$7,493,600,000	
83	74A4-6D2D	In scenario 2, Lima starts with \$258,880,000	
84	D9A4-6FFD	In scenario 2, Lima starts with \$7,073,600,000	
85	58A4-6F2D	In scenario 2, Rio de Janeiro starts with \$630,240,000	
86	D9A4-64FD	In scenario 2, Rio de Janeiro starts with \$7,813,600,000	
87	01A4-642D	In scenario 2, Buenos Aires starts with \$361,600,000	
88	D9A4-67FD	In scenario 2, Buenos Aires starts with \$7,273,600,000	

THE FOLLOWING ARE ONE-TIME-USE CODES THAT MODIFY ONLY A SAVED GAME (YOU MUST HAVE PREVIOUSLY SAVED A GAME). ALL REQUIRE THE KEY CODE (CODE 89) TO WORK. ENTER THE KEY CODE AND ANY OF THE OTHER CODES DESIRED, LOAD YOUR SAVED GAME, THEN RE-SAVE. THE CODES DON'T NEED TO BE USED ANY MORE. REPEAT WITH OTHER CODES AND KEY CODE IF DESIRED.

89 BDE3-D463

KEY CODE—NECESSARY FOR ANY OF THE FOLLOWING CODES TO WORK



Player 1 Codes, Saved Game 1:

- 90 DDDF-FEDD Set money for this saved game to less than \$655,350,000
- 91 D9DF-FEDD Set money for this saved game to over \$327,680,000
- 92 D6DF-FEDD Set money for this saved game to over \$5,242,880,000
- 93 FDDF-FEDD Set money for this saved game to over \$10,485,760,000
- 94 4DDF-FEDD Set money for this saved game to over \$20,971,520,000
- 95 ODDF-FEDD Set money for this saved game to over \$41,943,040,000



Player 2 Codes, Saved Game 1:

- 96 DDD9-FEDD Set money for this saved game to less than \$655,350,000
- 97 D9D9-FEDD Set money for this saved game to over \$327,680,000
- 98 D6D9-FEDD Set money for this saved game to over \$5,242,880,000
- 99 FDD9-FEDD Set money for this saved game to over \$10,485,760,000
- 100 4DD9-FEDD Set money for this saved game to over \$20,971,520,000
- 101 ODD9-FEDD Set money for this saved game to over \$41,943,040,000



Player 3 Codes, Saved Game 1:

- 102 DDD8-FEDD Set money for this saved game to less than \$655,350,000
- 103 D9D8-FEDD Set money for this saved game to over \$327,680,000
- 104 D6D8-FEDD Set money for this saved game to over \$5,242,880,000
- 105 FDD8-FEDD Set money for this saved game to over \$10,485,760,000
- 106 4DD8-FEDD Set money for this saved game to over \$20,971,520,000
- 107 ODD8-FEDD Set money for this saved game to over \$41,943,040,000



Player 4 Codes, Saved Game 1:

- 108 DDD2-FEDD Set money for this saved game to less than \$655,350,000
- 109 D9D2-FEDD Set money for this saved game to over \$327,680,000
- 110 D6D2-FEDD Set money for this saved game to over \$5,242,880,000
- 111 FDD2-FEDD Set money for this saved game to over \$10,485,760,000
- 112 4DD2-FEDD Set money for this saved game to over \$20,971,520,000
- 113 ODD2-FEDD Set money for this saved game to over \$41,943,040,000



Player 1 Codes, Saved Game 2:

- 114 DDFF-FEDD Set money for this saved game to less than \$655,350,000
- 115 D9FF-FEDD Set money for this saved game to over \$327,680,000
- 116 D6FF-FEDD Set money for this saved game to over \$5,242,880,000
- 117 FDDF-FEDD Set money for this saved game to over \$10,485,760,000
- 118 4DFF-FEDD Set money for this saved game to over \$20,971,520,000
- 119 ODDF-FEDD Set money for this saved game to over \$41,943,040,000



Player 2 Codes, Saved Game 2:

- 120 DDF9-FEDD Set money for this saved game to less than \$655,350,000
- 121 D9F9-FEDD Set money for this saved game to over \$327,680,000
- 122 D6F9-FEDD Set money for this saved game to over \$5,242,880,000
- 123 FDF9-FEDD Set money for this saved game to over \$10,485,760,000
- 124 4DF9-FEDD Set money for this saved game to over \$20,971,520,000
- 125 ODF9-FEDD Set money for this saved game to over \$41,943,040,000



Player 3 Codes, Saved Game 2:

- 126 DDF8-FEDD Set money for this saved game to less than \$655,350,000
- 127 D9F8-FEDD Set money for this saved game to over \$327,680,000

128	D6FB-FEDD	Set money for this saved game to over \$5,242,880,000
129	FDFB-FEDD	Set money for this saved game to over \$10,485,760,000
130	4DFB-FEDD	Set money for this saved game to over \$20,971,520,000
131	0DFB-FEDD	Set money for this saved game to over \$41,943,040,000

Player 4 Codes, Saved Game 2:

132	DDF2-FEDD	Set money for this saved game to less than \$655,350,000
133	D9F2-FEDD	Set money for this saved game to over \$327,680,000
134	D6F2-FEDD	Set money for this saved game to over \$5,242,880,000
135	FDF2-FEDD	Set money for this saved game to over \$10,485,760,000
136	4DF2-FEDD	Set money for this saved game to over \$20,971,520,000
137	0DF2-FEDD	Set money for this saved game to over \$41,943,040,000

Aerobiz is a trademark of Koei Corp.

Alien vs Predator™ Game

ALPRED

CODE	KEY IN ...	EFFECT ...
1	D4EE-A766	Start on level 1-2
2	D7EE-A766	Start on level 2-1
3	D0EE-A766	Start on level 3-1
4	D9EE-A766	Start on level 4-1
5	D1EE-A766	Start on level 5-1
6	DSEE-A766	Start on level 5-2
7	D6EE-A766	Start on level 5-3
8	DBEE-A766	Start on level 6-1
9	DCEE-A766	Start on level 6-2
10	EEB5-6404 + EEB5-64A4	Start with full health bar on Standard level
11	EEB5-6704 + EEB5-67A4	Start with full health bar on Novice level
12	EEB6-6D04 + EEB6-6DA4	Start with full health bar on Advanced level
13	EEB6-6F04 + EEB6-6FA4	Start with full health bar on Expert level
14	DB8F-AD9D	Start with up to 9 lives on Options screen (selecting downward from 1 goes to 6)
15	F38F-AD2D	Start with up to 30 continues on Options screen (selecting downward from 0 goes to 3)
16	C2B6-A70D	Infinite lives
17	3CEA-67D8	Infinite continues
18	C236-0DDD	No damage taken from punches
19	C238-0FDD	No damage taken from jumping attacks, tail attacks, rushes
20	DF83-64AF	Disc power-ups give 1 disc instead of 6
21	D783-64AF	Disc power-ups give 3 discs
22	DC83-64AF	Disc power-ups give 10 discs
23	FB83-64AF	Disc power-ups give 25 discs
24	DF8E-6D6F	Spear power-ups give 1 spear instead of 6
25	D78E-6D6F	Spear power-ups give 3 spears
26	DC8E-6D6F	Spear power-ups give 10 spears
27	FB8E-6D6F	Spear power-ups give 25 spears
28	EDCA-0DD4	Spear and disc power-ups last until end of level (can't pick up other power-ups)
29	C282-6FDF	Rhynth™ meat doesn't add to your maximum health



30	D0BA-6F6F	Rhynch meat adds 1/2 as much to maximum health
31	FDBA-6F6F	Rhynch meat adds 2x as much to maximum health
32	4DBA-6F6F	Rhynch meat adds 4x as much to maximum health
33	DDB2-67DF	Rhynch meat adds nothing to your current health
34	D0B2-67DF	Rhynch meat adds half as much to current health
35	FDB2-67DF	Rhynch meat adds 2x as much to current health
36	4D82-67DF	Rhynch meat adds 4x as much to current health
37	C2BD-A40F	Ptera™ meat doesn't heal
38	1DBD-A7AF	Blue bottles don't heal at all
39	3CBF-A76F	Blue bottles heal 1/2 of your health instead of 1/4
40	DDB4-A4DF	Blue bottles heal completely
41	DFB1-A4D7	Light laser can be fired instantly
42	F6B1-A707	Medium laser is fired above 3rd line instead of 2nd
43	D9B5-ADD7	Medium laser can be fired above 1st line
44	DCB1-A4A7	Medium laser can be fired below 1st line—eliminates light laser
45	F6B5-AF07	No damage is taken from using heavy laser
46	DFB5-AD67	Heavy laser can be fired above 2nd line—eliminates medium laser
47	F6B5-AD67	Heavy laser can be fired above 3rd line (without waiting for bar to change color)

Alien vs Predator, Rhynch and Ptera are trademarks of Twentieth Century Fox Film Corporation.

Batman Returns™ Game

RETURN

CODE	KEY IN ...	EFFECT ...
1	DB6B-4F00	Start with 9 lives instead of 3
2	C9A5-1764	Infinite lives (only 3/4 view levels)
3	D16F-4464 + D1C0-4DD7	Start with 6 test tubes
4	DB6F-4464 + DBC0-4DD7	Start with 9 test tubes
5	C9A7-C404	Protection from some hazards
6	DDAE-3707	Cape sweep uses up no energy
7	DD2F-4FAD	Spear gun uses up no energy
8	FDAE-3707	Cape sweep uses up more energy
9	FD2F-4FAD	Spear gun uses up more energy
10	DD2E-3D6B	Maximum energy from hearts
11	F9CF-4F05	Cape sweep does more damage
12	F9CD-4705	Normal punch does more damage
13	F9CD-4765	Normal knee does more damage
14	F9CF-4D05 + F9CF-4DD5	Jump kick does more damage
15	7DCF-4F05	Cape sweep does mega-damage
16	7DCD-4705	Normal punch does mega-damage
17	7DCD-4765	Normal knee does mega-damage
18	7DCF-4D05 + 7DCF-4DD5	Jump kick does mega-damage
19	D4CF-4F05	Cape sweep does less damage
20	D4CD-4705	Normal punch does less damage
21	D4CD-4765	Normal knee does less damage
22	D4CF-4D05 + D4CF-4DD5	Jump kick does less damage

Batman Returns, Batman, Penguin and Catwoman are trademarks of DC Comics Inc.



Battleloads in Battlemaniacs™ Game

TOADIAC

CODE	KEY IN ...	EFFECT ...
1	DF6D-0D0D	Start with 2 lives
2	D96D-0D0D	Start with 6 lives
3	DB6D-0D0D	Start with 10 lives
4	8986-CF01	Infinite lives—both players—EXCEPT LEVEL 2, DOESN'T WORK ON FALLING
5	8026-CD08	Infinite lives when falling
6	DD6D-04AD	Start with 0 continues
7	D96D-04AD	Start with 5 continues
8	DB6D-04AD	Start with 9 continues



WITH CODES 9 AND 10, YOU MAY CONTINUE WITH VARIOUS NUMBERS OF LIVES

9	C96A-346F	Infinite continues—player 1
10	C96B-34DF	Infinite continues—player 2
11	6D20-34A8	After getting hurt, for a while enemies won't attack and you're invisible
12	8280-4DD9	Take less damage from hits
13	82A7-3FAF	Protection against most strength level 1 hits
14	8982-CFD1	Protection against most strength level 2 hazards



Battleloads in Battlemaniacs is a trademark of Rare Ltd.

Best of the Best™ Game

BEST

CODE	KEY IN ...	EFFECT ...
1	828D-D409	Infinite special moves
2	DFC3-6D69	Start with 1 special move
3	D6C3-6D69	Start with 8 special moves
4	BAC3-6F69	No special moves for player 2



DON'T USE CODE 5 WITH CODES 2 OR 3

5	D4C3-0DAD	Player 1 can play with any boxer—CAN'T USE SPECIAL MOVES OR GET PASSWORD
6	DCC3-0FDD	Less strength
7	DCC3-0F0D	Less resistance
8	DCC3-0F6D	Less reflexes
9	74C3-0FDD	More strength
10	74C3-0F0D	More resistance
11	74C3-0F6D	More reflexes
12	D68F-AD65	Almost infinite energy



Best of the Best is a trademark of Loricel S.A.





Boxing Legends of the Ring™ Game

RING



CODE	KEY IN ...	EFFECT ...
1	DF8D-CDA7	Each round is 1 minute
2	D48D-CDA7	Each round is 2 minutes



FOR CODES 3 THRU 5, IGNORE GAME TIMER

3	D08D-CDA7	Each round is 4 minutes	
4	D98D-CDA7	Each round is 5 minutes	
5	D18D-CDA7	Each round is 6 minutes	
6	C2BA-A7A7	Infinite time per round (must get knockout)— MAY HAVE TO TURN OFF EFFECTS UNTIL AFTER RING ANNOUNCEMENTS	
7	338F-C7A4	Start on round 5	
8	A38F-C7A4	Start on round 12	
9	DD87-C4D4	80th fighters start with no super punches	
10	D487-C4D4	80th fighters start with 2 super punches	
11	D787-C4D4	80th fighters start with 3 super punches	
12	C26D-3F05	Infinite super punches for player 1	
13	C26D-C4A9	Infinite super punches for player 2 or computer	







FOR CODES 14 THRU 21, IGNORE PUNCH METER GRAPHICS

14	6DEE-CF4E	Create a stronger left jab	
15	6DEE-CFCE	Create a stronger left hook body	
16	6DEE-C44E	Create a stronger left hook head	
17	6DEE-C4CE	Create a stronger left uppercut	
18	6DEE-C74E	Create a stronger right cross body	
19	6DEE-C7CE	Create a stronger right cross head	
20	6DED-3D4E	Create a stronger right uppercut	
21	DD28-17D9 + C229-C4D9	Infinite strength beads	

Boxing Legends of the Ring is a trademark of Electro Brain Corp.

Bubsy™ Game

BUB

CODE	KEY IN . . .	EFFECT . . .	
1	766C-1766	Numbered t-shirts worth one more	
2	DDB1-175C	Infinite lives	
3	DD34-4D6D	Start with 1 life	
4	D034-4D6D	Start with 5 lives	
5	4034-4D6D	Start with 25 lives	
6	9D34-4D6D	Start with 50 lives	
7	5934-4D6D	Start with 75 lives	
8	DD60-1FD6	Each yarn ball worth 0	
9	D960-1FD6	Each yarn ball worth 5	
10	FD60-1FD6	Each yarn ball worth 10	
11	DD69-4F6C	Crate of yarn holds 0 instead of 25	
12	9D69-4F6C	Crate of yarn holds 50	
13	5969-4F6C	Crate of yarn holds 75	
14	8869-4F6C	Crate of yarn holds 99	
15	DF6D-472A	Start on chapter 2	
16	D46D-472A	Start on chapter 3	
17	D76D-472A	Start on chapter 4	
18	D06D-472A	Start on chapter 5	
19	D96D-472A	Start on chapter 6	
20	D16D-472A	Start on chapter 7	
21	D66D-472A	Start on chapter 8	
22	DC6D-472A	Start on chapter 9	
23	DA6D-472A	Start on chapter 10	
24	D26D-472A	Start on chapter 11	
25	D36D-472A	Start on chapter 12	
26	DE6D-472A	Start on chapter 13	

27	FD6D-472A	Start on chapter 14
28	FF6D-472A	Start on Chapter 15
29	F46D-472A	Start on Chapter 16
30	946B-1D8B	Bogus jump
31	716B-1D8B	Super jump
32	436B-1D8B	Mega-jump
33	DDB4-3404	Infinite time

Bubsy and Woolies are trademarks of Accolade Inc.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Cool Spot™ Game

CODE	KEY IN ...	EFFECT ...
1	402C-D7D1	Infinite lives
2	DF28-D404	Start with 1 life
3	D128-D404	Start with 6 lives
4	DB28-D404	Start with 9 lives
5	FE89-DF69	Less invincibility time
6	EE89-DF69	More invincibility time
7	D98C-0D0S	5 seconds picked up
8	7A8C-0D0S	1 minute picked up
9	FD89-07DS	16% picked up from '7up'
10	DD26-D4D9	Be able to free fellow spot right away

Cool Spot is a trademark of Dr. Pepper/7-Up Corporation.

Cybernator™ Game

CODE	KEY IN ...	EFFECT ...
1	D4BD-176F	Start on level 3.1
2	D7BD-176F	Start on level 3.2
3	D0BD-176F	Start on level 3.3
4	D9BD-176F	Start on level 4.1
5	D1BD-176F	Start on level 4.2
6	D5BD-176F	Start on level 5.1
7	D6BD-176F	Start on level 5.2
8	DBBD-176F	Start on level 6.1
9	FDBD-176F	Start on level 7.3
10	FFBD-176F	Start on level 7.4
11	F4BD-176F	View the failed ending
12	F7BD-176F	View the successful ending
13	62BF-17AF	Start with lasers
14	62BF-17DF	Start with homing missiles
15	62B4-1D6F	Start with napalm
16	D4BF-1FDF	Weapons start at level 2
17	D7BF-1FDF	Weapons start at level 3
18	DFB1-17AF	Start with 2 credits
19	D9B1-17AF	Start with 6 credits
20	DBB1-17AF	Start with 10 credits
21	C234-4FDD	Infinite credits
22	D461-4D62	Only 2 P's needed for level 2 vulcan
23	D061-4FD2	Only 4 P's needed for level 3 vulcan
24	D761-4462	Only 3 P's needed for level 3 laser
25	D76S-4DD2	Only 3 P's needed for level 3 missile



26 D465-4FD2
 27 D065-4F62
 28 D465-4462
 29 D765-47D2
 30 82C9-470C + 82C7-4FDC
 31 DD3F-1406

32 CD3F-1406

Cybernator is a trademark of Konami, Inc.

Dragon's Lair™ Game

DRAG

CODE KEY IN ...

1 3C8C-0FA4
 2 DD89-0404
 3 D989-0404
 4 D689-0404
 5 3C62-D70F
 6 5D89-6D04
 7 4989-6D04
 8 4A84-64D4
 9 DF86-0DD4
 10 D486-0DD4
 11 DF88-0F64

EFFECT ...

Protection from most hazards
 Start with 1 life
 Start with 6 lives
 Start with 9 lives
 Infinite lives
 Slow timer
 Faster timer
 Stop timer
 Start with the dagger
 Start with the shuriken
 1 coin gives 10

Dragon's Lair, Dirk and Daphne are trademarks of Bluth Group, Ltd.

Fatal Fury™ Game

FATE

CODE KEY IN ...

EFFECT ...

WITH CODE 1, TURN OFF EFFECTS ON BONUS ROUNDS

1 DFA5-64DF
 2 FDC7-AFAF
 3 7DC7-AFAF
 4 09C7-AFAF
 5 1DC7-AFAF
 6 BDC7-AFAF

Win 1 bout to win the match instead of 2 out of 3
 10 seconds to complete bonus rounds
 30 seconds to complete bonus rounds
 45 seconds to complete bonus rounds
 60 seconds to complete bonus rounds
 90 seconds to complete bonus rounds

FOR CODES 7 THRU 14 TO WORK, YOU MUST SELECT THE WEST SUBWAY

7 BAB4-6DAD + D7BC-A46D
 8 BAB4-6DAD + D0BC-A46D
 9 BAB4-6DAD + D9BC-A46D
 10 BAB4-6DAD + D1BC-A46D
 11 BAB4-6DAD + D5BC-A46D
 12 BAB4-6DAD + D6BC-A46D
 13 BAB4-6DAD + D8BC-A46D
 14 BAB4-6DAD + DCBC-A46D
 15 F6CD-A4AF
 16 7DCD-A4AF

Always fight Richard Myer™
 Always fight Michael Max™
 Always fight Duck King™
 Always fight Tung Fu Rue™
 Always fight Hwa Jai™
 Always fight Raiden™
 Always fight Billy Kane™
 Always fight Geese Howard™
 Both players start with 1/4 health
 Both players start with 1/2 health



17 06CD-A4AF
18 C2A9-D40F
19 C2A2-DF6F

Both players start with 3/4 health
Player 1 takes minimum damage
Player 2 or computer takes minimum damage



Fatal Fury, Richard Myer, Michael Max, Duck King, Tung Fu Rue, Hwa Jai, Raiden, Billy Kane and Geese Howard are trademarks of Takara U.S.A. Corp.

Final Fantasy II™ Game (Alternate Codes)

FF2

CODE KEY IN...

EFFECT...

THERE ARE 2 VERSIONS OF THIS GAME. IF THE "A" CODES DON'T WORK ON YOUR GAME, THEN TRY THE "B" CODES

1A 82A3-6F63
1B 82AE-6F63

Almost infinite hit points
—can make big monsters
(and sometimes normal
monsters) invincible—
switch off to defeat them



2A 8267-0D62
2B 8267-0D62

Magic power doesn't go
down—only in battles,
doesn't work for twins



FOR CODES 3 THRU 6, IGNORE MESSAGE SAYING HOW MUCH YOU WON OR LOST

3A 1B39-070E + B139-076E + 3C39-07AE
3B 1B35-0D6E + B135-0DAE + 3C35-0FDE
4A 1B39-070E + EE39-076E + 3C39-07AE

Get at least 150 gold pieces
after each battle

4B 3335-076E

Get at least 255 gold pieces
after each battle

5A 3335-0D6E
5B 3336-0FAE

Get at least 256 gold pieces
after each battle



6A C262-DF03 + C262-D763

Get at least 65,536 gold
pieces after each battle

6B C262-DF03 + C262-D763

Money doesn't decrease if
you run away from a battle

7A C2AD-AD69 + C3AD-AFA9

Money doesn't decrease in
shops

7B C2AD-AD69 + C3AD-AFA9

Final Fantasy II and Cecil are trademarks of Square Soft, Inc.

Goof Troop™ Game

GOOF

CODE KEY IN...

EFFECT...

1 D0C0-3FA8 + B3C9-3DD8

4 hearts give you a life

2 D4C0-3FA8 + B3C9-3DD8

2 hearts give you a life

3 D4A8-4762

2 hearts from cherries



4 D0A8-47A2

4 hearts from bananas

5 DFA8-47A2

1 heart from bananas

6 C96F-3F6C

Infinite lives



7 DBCD-146D

Start with 9 lives

8 D1CD-146D

Start with 6 lives



9 DFCD-146D

Start with 1 life

10 D46F-C70E + E264-C70E

Goofy™ has quicker left-right movement

11 D46E-170E + E26D-C70E

Max™ has quicker left-right movement



Goof Troop, Goofy and Max are trademarks of Disney.

King Arthur's World™ Game

KING

CODE	KEY IN ...	EFFECT ...
1	FS61-DD86	Start on training level 2
2	F861-DD86	Start on training level 3
3	F161-DD86	Start on training level 4
4	F261-DD86	Start on training level 5
5	F361-DD86	Start on training level 6
6	FE61-DD86	Start on training level 7
7	4D61-DD86	Start on training level 8
8	FC61-DD86	Start on training level 9
9	DF61-DD86	Start on real world level 1
10	D461-DD86	Start on real world level 2
11	D761-DD86	Start on real world level 3
12	D061-DD86	Start on real world level 4
13	D961-DD86	Start on goblin underworld level 1
14	D161-DD86	Start on goblin underworld level 2
15	D561-DD86	Start on goblin underworld level 3
16	D661-DD86	Start on goblin underworld level 4
17	DA61-DD86	Start on cloud world level 1
18	D261-DD86	Start on cloud world level 2
19	D361-DD86	Start on cloud world level 3
20	DE61-DD86	Start on cloud world level 4
21	FD61-DD86	Start on cloud world level 5
22	FF61-DD86	Start on cloud world level 6
23	F461-DD86	Start on cloud world level 7
24	8EA8-642F + 8EAC-6F2F	Unlimited men—if you have at least one of that type
25	C8E8-640S + F0E8-646S + DDEB-64AS	Start with many men
26	8E8C-6DEC	Unlimited spells—must have at least one to use
27	C4EE-6D79 + 7DEE-6DS9 + D4EE-6D89	Start with 4 of each type of spell

King Arthur's World is a trademark of Jaleco USA, Inc.

Lethal Weapon™ Game

LETH

CODE	KEY IN ...	EFFECT ...
1	DB8F-DF64	More bullets in magazine
2	DD8D-D7A4	Infinite magazines
3	D4CA-A7AF	Pick up 2 magazines for 1
4	D0CA-A7AF	Pick up 4 magazines for 1
5	DB6A-AF6F	Start with more magazine clips
6	DF6A-AF6F	Start with fewer magazine clips
7	1488-6F0F	Slower timer
8	FE8B-6F0F	Faster timer
9	C28S-670F	Stop timer
10	4ABE-AFD7	Infinite badges
11	D162-A7DF	Start with more badges
12	DD62-A7DF	Start with fewer badges
13	3CBD-04DF	Super jump—can get stuck

Lethal Weapon, Riggs and Murtaugh are trademarks of Warner Bros.



Mario is Missing!™ Game

MISS	KEY IN ...	EFFECT ...
CODE		
1	CB8D-17DF + EE8D-170F + 3C8D-176F	Talk to someone once to learn all they know (all 4 checks appear on computer for that person)
2	6D8D-C4AF + DD80-C70F + DD85-C4DF	Use computer to access any facts except pamphlets (no checks appear on computer)
3	6D82-17AF	Use computer to view pamphlets on any artifact (no checks appear on computer)
4	DFED-4D04	Always get Yoshi™ after using Globulator™
5	CB8E-47AF + EE8D-1DDF + 3C8D-1D0F	Pick up one artifact and get all three

Mario is Missing!, Bowser, Yoshi, Mario, Luigi and Globulator are trademarks of Nintendo of America Inc.

MechWarrior™ Game

MECH	KEY IN ...	EFFECT ...
CODE		
CODES 1 THRU 6 WORK ONLY AT START OF GAME		
1	103E-C4AD	Start with 100,000 C-bills
2	EC3E-C4AD	Start with 250,000 C-bills
3	D43E-C7DD	Start with 562,000 C-bills
4	D03E-C7DD	Start with 1,074,000 C-bills
5	F03E-C7DD	Start with 5,170,000 C-bills
6	463E-C7DD	Start with 10,290,000 C-bills
7	DD38-146D	Getting any money sets money to 32 million C-bills
8	102F-C7A4	100 ammo for short-range missiles
9	1024-CD04	100 ammo for short-range homing missiles
10	9D24-CDA4	80 ammo for medium-range missiles
11	9D24-CF04	80 ammo for medium-range homing missiles
12	4624-CFA4	40 ammo for long-range missiles
13	4624-C404	40 ammo for long-range homing missiles
14	A62F-C7A4	200 short-range missiles
15	A624-CD04	200 short-range homing missiles
16	1024-CDA4	100 medium-range missiles
17	1024-CF04	100 medium-range homing missiles
18	1024-CFA4	100 long-range missiles
19	1024-C404	100 long-range homing missiles
20	EE2F-C7A4	Infinite short-range missiles
21	EE24-CD04	Infinite short-range homing missiles
22	EE24-CDA4	Infinite medium-range missiles
23	EE24-CF04	Infinite medium-range homing missiles
24	EE24-CFA4	Infinite long-range missiles
25	EE24-C404	Infinite long-range homing missiles
26	EE24-C4A4	Infinite machine gun ammo
27	3CCD-4404	Never run out of any ammo
28	628C-4F20	Protection from most hazards



MechWarrior, Herras Ragan, Dark Wing Lance and Mech are trademarks of FASA Corporation.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Mortal Kombat™ Game

MK

CODE

KEY IN ...

EFFECT ...

1	C9B2-17AF	Infinite time
2	D466-3D04	Each round is 199 seconds (time counts down twice)
3	BF66-3DD4 + DD66-3D04	Each round is 90 seconds
4	6F66-3DD4 + DD66-3D04	Each round is 80 seconds
5	5F66-3DD4 + DD66-3D04	Each round is 70 seconds
6	1F66-3DD4 + DD66-3D04	Each round is 60 seconds
7	9F66-3DD4 + DD66-3D04	Each round is 50 seconds
8	0F66-3DD4 + DD66-3D04	Each round is 40 seconds
9	7F66-3DD4 + DD66-3D04	Each round is 30 seconds
10	4F66-3DD4 + DD66-3D04	Each round is 20 seconds
11	FF66-3DD4 + DD66-3D04	Each round is 10 seconds
12	DD6A-47AF	Always fight in the the Courtyard™



WITH CODES 13 THRU 18, SWITCH OFF EFFECTS AFTER ROUNDS START, THEN SWITCH BACK ON AFTER ROUNDS END





13	CB6A-44AF + DF6A-47DF	After 1st match, almost always fight at the Palace Gates™
14	CB6A-44AF + D46A-47DF	After 1st match, almost always fight in the Warrior Shrine™
15	CB6A-44AF + D76A-47DF	After 1st match, almost always fight in the Pit™
16	CB6A-44AF + D06A-47DF	After 1st match, almost always fight in the Throne Room™
17	CB6A-44AF + D96A-47DF	After 1st match, almost always fight in Goro's Lair™
18	CB6A-44AF + D16A-47DF	After 1st match, almost always fight in the bottom of the pit (screen says Goro's Lair)



FOR CODES 19 THRU 26, SWITCH OFF EFFECTS WHEN YOU'RE SUPPOSED TO BE FIGHTING SHANG TSUNG™

19	CBBA-394F + DDBA-391F	Almost always fight Johnny Cage™
20	CBBA-394F + DFBA-391F	Almost always fight Kano™
21	CBBA-394F + D4BA-391F	Almost always fight Rayden™
22	CBBA-394F + D7BA-391F	Almost always fight Liu Kang™
23	CBBA-394F + D0BA-391F	Almost always fight Scorpion™
24	CBBA-394F + D9BA-391F	Almost always fight Sub-Zero™
25	CBBA-394F + D1BA-391F	Almost always fight Sonya Blade™
26	CBBA-394F + D5BA-391F	Almost always fight Goro™ —DON'T USE KANO'S OR JOHNNY CAGE'S FINISHING MOVE ON GORO
27	DF61-14DD	Start on Match 2
28	D461-14DD	Start on Match 3
29	D761-14DD	Start on Match 4
30	D061-14DD	Start on Match 5
31	D961-14DD	Start on Match 6
32	D161-14DD	Start on Mirror Match™











33	D561-14DD	Start on Endurance 1 match	
34	D661-14DD	Start on Endurance 2 match	
35	DB61-14DD	Start on Endurance 3 match	
36	DC61-14DD	Start on match with Goro	
37	D861-14DD	Start on match with Shang Tsung	
38	6DB8-3D67	Always get Flawless Victory™ bonus	
39	DDBC-370F	First strike of any kind wins round	
40	DDBF-1FA4	All strikes do minimal damage (all equal to 1 hit point)—2-PLAYER GAME ONLY, DON'T CHOOSE HANDICAP FOR EITHER PLAYER	



FOR CODE 41, GO TO OPTIONS SCREEN, MOVE PLAYER 1'S HANDICAP BAR ALL THE WAY TO THE RIGHT (11 TIMES). PLAYER 1 WILL NOW ONLY TAKE 1 HIT POINT FOR EACH STRIKE

41	D881-404F	Can make player 1 nearly invincible in 2-player game	
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FOR CODES 42 THRU 123, SUBSTITUTE "DD" FOR FIRST 2 CHARACTERS OF CODE TO DO NO DAMAGE. SUBSTITUTE "EE" FOR FIRST 2 CHARACTERS TO WIN ROUND WITH ONE MOVE.







42	S6B9-4DAD	All throws do more damage	
43	F320-1914	Kano's High Punch does more damage	
44	F320-15C4	Kano's Low Punch does more damage	
45	0626-1514	Kano's High Kick does more damage	
46	062B-19C4	Kano's Low Kick does more damage	
47	0621-1044	Kano's Head Blow does more damage	
48	0629-1934	Kano's Knee does more damage	
49	7A26-1944	Kano's Crouched Kick does more damage	
50	S625-1134	Kano's Uppercut does more damage	
51	1D27-1544	Kano's Roundhouse Kick does more damage	
52	7A25-10C4	Kano's Foot Sweep™ does more damage	
53	082C-1144	Kano's Flying Punch™ does more damage	
54	0824-11C4	Kano's Knife does more damage—ONLY AT CLOSE DISTANCE	
55	F32C-4944	Johnny Cage's High Punch does more damage	
56	F32C-4514	Johnny Cage's Low Punch does more damage	
57	062B-40C4	Johnny Cage's High Kick does more damage	
58	042B-4134	Johnny Cage's Low Kick does more damage	
59	7A2A-4144	Johnny Cage's Head Blow does more damage	
60	0622-4014	Johnny Cage's Knee does more damage	
61	F628-4534	Johnny Cage's Crouched Kick does more damage	
62	S622-41C4	Johnny Cage's Uppercut does more damage	
63	1D26-4114	Johnny Cage's Roundhouse Kick does more damage	
64	7A28-49C4	Johnny Cage's Foot Sweep does more damage	
65	0826-4044	Johnny Cage's Flying Punch does more damage	
66	9C20-41C4	Johnny Cage's Shadow Kick™ does more damage	
67	0821-4914	Johnny Cage's Fireball does more damage—ONLY AT CLOSE DISTANCE	
68	1129-4544	Johnny Cage's Split Punch™ does more damage	
69	F323-C034	Liu Kang's High Punch does more damage	
70	F323-CS44	Liu Kang's Low Punch does more damage	

71	0624-30C4	Liu Kang's High Kick does more damage	
72	0624-3134	Liu Kang's Low Kick does more damage	
73	7A28-C534	Liu Kang's Head Blow does more damage	
74	062E-C914	Liu Kang's Knee does more damage	
75	7A2F-3114	Liu Kang's Crouched Kick does more damage	
76	562F-3044	Liu Kang's Uppercut does more damage	
77	1D22-C1C4	Liu Kang's Roundhouse Kick does more damage	
78	7A2D-3934	Liu Kang's Foot Sweep does more damage	
79	0827-3514	Liu Kang's Flying Punch does more damage	
80	9C28-C9C4	Liu Kang's Special Flying Kick does more damage	
81	082A-C144	Liu Kang's Fireball does more damage—ONLY AT CLOSE DISTANCE	
82	F32F-393F	Sonya Blade's High Punch does more damage	
83	F324-304F	Sonya Blade's Low Punch does more damage	
84	9023-C01F	Sonya Blade's High Kick does more damage	
85	9F23-C1CF	Sonya Blade's Low Kick does more damage	
86	7A2E-C03F	Sonya Blade's Head Blow does more damage	
87	062E-C54F	Sonya Blade's Knee does more damage	
88	7A2D-35CF	Sonya Blade's Crouched Kick does more damage	
89	5624-311F	Sonya Blade's Uppercut does more damage	
90	1122-C14F	Sonya Blade's Roundhouse Kick does more damage	
91	7A2A-C53F	Sonya Blade's Foot Sweep does more damage	
92	0827-313F	Sonya Blade's Flying Punch does more damage	
93	5620-17A7	Sonya Blade's Leg Grab does more damage	
94	0822-C13F	Sonya Blade's Sonic Rings™ does more damage—ONLY AT CLOSE DISTANCE	
95	0827-313F	Sonya Blade's Special Flying Kick does more damage	
96	F324-C914	Rayden's High Punch does more damage	
97	F327-C934	Rayden's Low Punch does more damage	
98	092F-C034	Rayden's High Kick does more damage	
99	042F-C544	Rayden's Low Kick does more damage	
100	7A29-C0C4	Rayden's Head Blow does more damage	
101	0629-C134	Rayden's Knee does more damage	
102	F620-C114	Rayden's Crouched Kick does more damage	
103	5621-C944	Rayden's Uppercut does more damage	
104	9C2D-C1C4	Rayden's Roundhouse Kick does more damage	
105	7A20-C044	Rayden's Foot Sweep does more damage	
106	082D-C014	Rayden's Flying Punch does more damage	
107	9C22-1514	Rayden's Flying Thunderbolt™ does more damage	
108	0823-19C4	Rayden's Lightning does more damage—ONLY AT CLOSE DISTANCE	
109	F328-3934	Scorpion's, Sub-Zero's and Reptile's High Punch do more damage	
110	F32A-3044	Scorpion's, Sub-Zero's and Reptile's Low Punch do more damage	
111	062E-39C4	Scorpion's, Sub-Zero's and Reptile's High Kick do more damage	
112	062E-3534	Scorpion's, Sub-Zero's and Reptile's Low Kick do more damage	
113	7A22-30C4	Scorpion's, Sub-Zero's and Reptile's Head Blow do more damage	
114	062A-3114	Scorpion's, Sub-Zero's and Reptile's Knee do more damage	
115	F62F-41C7	Scorpion's, Sub-Zero's and Reptile's Crouched Kick do more damage	
116	562C-35C4	Scorpion's, Sub-Zero's and Reptile's Uppercut	

117	1D2F-4017	do more damage	
118	7A2D-4147	Scorpion's, Sub-Zero's and Reptile's Roundhouse Kick do more damage	
119	0B23-3944	Scorpion's, Sub-Zero's and Reptile's Foot Sweep do more damage	
120	462C-3914	Scorpion's, Sub-Zero's and Reptile's Flying Punch do more damage	
121	4525-3144	Sub-Zero's and Reptile's Deep Freeze™ do damage	
122	F626-31C4	Sub-Zero's and Reptile's Slide do more damage	
123	0B23-3944	Scorpion's and Reptile's Harpoon™ do more damage	
		Scorpion's and Reptile's Scorpion Split do more damage	







Mortal Kombat, The Courtyard, Palace Gates, Warrior Shrine, The Pit, Throne Room, Goro's Lair, Johnny Cage, Kano, Rayden, Liu Kang, Scorpion, Sub-Zero, Sonya Blade, Goro, Flawless Victory, Shang Tsung, Mirror Match, Reptile, Shadow Kick, Split Punch, Foot Sweep, Flying Punch, Flying Kick, Sonic Rings, Flying Thunderbolt, Harpoon and Scorpion Split are trademarks of Midway Manufacturing Company. Super NES is a trademark of Nintendo of America Inc.












Operation Logic Bomb™ Game

LOG CODE	KEY IN ...	EFFECT ...	
1	33C6-C704	Take minimal damage	
2	C2B5-4DD0	Infinite energy	
3	DFB4-1FD4	1 continue	
4	D1B4-1FD4	6 continues	
5	DBB4-1FD4	9 continues	
6	D7BD-1D64 + 4DBE-4DD4 + 40BD-1FD4	Start game with tracking missiles	
7	D0BD-1D64 + 4DBE-4DD4 + 40BD-1FD4	Start game with reflecting laser	
8	D9BD-1D64 + 4DBE-4DD4 + 40BD-1FD4	Start game with flame thrower	
9	DFBF-1FD4 + BABF-14D4 + BABF-14A4	Start game with hologram weapon	
10	D4BF-1FD4 + BABF-14D4 + BABF-14A4	Start game with directional mines	
11	E2B2-1F00 + D4BA-1700	Faster left-to-right movement	
12	E2BD-CFA0 + D4B3-1FA0	Faster up-and-down movement	
13	1DB2-44D9	Reflecting laser fire travels longer	
14	EEB2-44D9	Reflecting laser fire travels a lot longer	

Operation Logic Bomb is a trademark of Jaleco USA, Inc.

Outlander™ Game






OUT CODE	KEY IN ...	EFFECT ...	
1	D980-47A1	Start with more car ammo	
2	DDB0-47A1	Start with less car ammo	
3	1AB9-4FD1	Start with more handgun ammo	
4	FD89-4FD1	Start with less handgun ammo	
5	DD69-45A4	Infinite handgun ammo	
6	DD67-C1A4	Car ammo worth nothing on pick-up	





7	D467-C5D4	Car ammo worth more on pick-up	
8	DD63-C0A4	Water worth nothing on pick-up	
9	DF63-C9D4	Water worth more on pick-up	
10	DD66-C064	Hand gun ammo worth nothing on pick-up	
11	DD6A-C0D4	Food worth nothing on pick-up	
12	C260-CF07 + C260-6F07	Infinite health while in the car	
13	C986-450D	Almost infinite health while out of the car (except when you eat poisonous food)	
14	D480-4F61	Start with more fuel	
15	DD6F-C004	Gas can worth nothing on pick-up	
16	D46F-C064	Gas can worth more on pick-up	
17	C285-C7D9	Infinite surface-to-air missiles if you have at least one	

Outlander is a trademark of Mindscape Inc.

Populous™ Game

POP

CODE	KEY IN . . .	EFFECT . . .	
1	DD30-64DD	Allows you to select any world from the Conquer screen with the B and X buttons	
2	DC6C-6F09	Your population starts at 10 instead of 3 for battles 0 thru 4	
3	F06C-6F09	Your population starts at 20 for battles 0 thru 4	
4	F36C-6F09	Your population starts at 30 for battles 0 thru 4	
5	DC6C-6F69	His population starts at 10 instead of 3 for battles 0 thru 4	
6	F06C-6F69	His population starts at 20 for battles 0 thru 4	
7	F36C-6F69	His population starts at 30 for battles 0 thru 4	
8	DD6C-6D69	You have no Supreme Commands available for battles 0 thru 4	
9	7E6C-6D09	He has all Supreme Commands available for battles 0 thru 4	
10	DC6C-67A9	Your population starts at 10 instead of 3 for battles 5 thru 9	
11	F06C-67A9	Your population starts at 20 for battles 5 thru 9	
12	F36C-67A9	Your population starts at 30 for battles 5 thru 9	
13	DC68-6DD9	His population starts at 10 instead of 3 for battles 5 thru 9	
14	F068-6DD9	His population starts at 20 for battles 5 thru 9	

- | | | | |
|----|-----------|--|---|
| 15 | F368-6DD9 | His population starts at 30 for battles 5 thru 9 | |
| 16 | DD6C-67D9 | You have no Supreme Commands available for battles 5 thru 9 |  |
| 17 | 7E6C-64A9 | He has all Supreme Commands available for battles 5 thru 9 | |
| 18 | DC68-6409 | Your population starts at 10 instead of 2 for battles 10 thru 14 | |
| 19 | F068-6409 | Your population starts at 20 for battles 10 thru 14 |  |
| 20 | F368-6409 | Your population starts at 30 for battles 10 thru 14 | |
| 21 | DC68-6469 | His population starts at 10 instead of 2 for battles 10 thru 14 | |
| 22 | F068-6469 | His population starts at 20 for battles 10 thru 14 | |
| 23 | F368-6469 | His population starts at 30 for battles 10 thru 14 |  |
| 24 | DD68-6F69 | You have no Supreme Commands available for battles 10 thru 14 | |
| 25 | 7E68-6F09 | He has all Supreme Commands available for battles 10 thru 14 |  |

Populous is a trademark of Electronic Arts.

Pugsley's Scavenger Hunt™ Game




PUG

CODE










KEY IN

EFFECT

WITH CODES 1 THRU 3, DON'T CHANGE HEARTS ON OPTIONS SCREEN

- | | | | |
|---|-----------|---|---|
| 1 | DDED-D76D | Start with 1 heart |  |
| 2 | DFED-D76D | Start with 2 hearts | |
| 3 | D0ED-D76D | Start with 5 hearts (can only see the last 3 on screen) |  |
| 4 | 3CCC-446D | Infinite hearts |  |








WITH CODES 5 THRU 7, DON'T CHANGE LIVES ON OPTIONS SCREEN

- | | | | |
|----|-----------------------|--|---|
| 5 | DDED-D40D | Start with 4 lives |  |
| 6 | DBED-D40D | Start with 16 lives | |
| 7 | 7DED-D40D | Start with 64 lives |  |
| 8 | DDB6-1FA7 | Infinite lives |  |
| 9 | D9C9-476D | Each dollar worth 5 | |
| 10 | 49C9-476D | Each dollar worth 25 |  |
| 11 | DDB0-C767 | Get 0 lives for each 100 dollars and 1-Up |  |
| 12 | D4B0-C767 | Get 2 lives for each 100 dollars and 1-Up |  |
| 13 | 3BA5-37D4 + D9A5-3704 | Higher jump | |
| 14 | 3BA5-37D4 + D5A5-3704 | Super jump |  |
| 15 | 3BA5-37D4 + DBA5-3704 | Mega-jump | |
| 16 | 5EC8-4DDD | Longer invulnerability time after being hit |  |
| 17 | D6C8-4DDD | Shorter invulnerability time after being hit |  |

Pugsley's Scavenger Hunt, Pugsley and Wednesday are trademarks of Paramount Pictures.

Rock N' Roll Racing™ Game



ROCK

CODE	KEY IN ...	EFFECT ...	
1	D9CF-CDD5	Start with \$50,000	
2	FDCF-CDD5	Start with \$100,000	
3	9DCF-CDD5	Start with \$500,000	
4	BBCF-CDD5	Start with \$990,000	
5	D9CF-CD05	Start with \$5,020,000	
6	C28C-CF69 + C28B-C4A9	Buy items for free if you have enough money	
7	BACB-C465	No points needed to advance to any level	
8	C2BF-476F	Infinite forward weapons	
9	C2BF-1FA4	Infinite power charges	
10	3CE5-CD67	No damage from hitting other cars	
11	DD26-34D7	No damage from most mines	
12	D126-34D7	More damage from mines	
13	DD36-4F0D	Red Cross packages worth nothing	
14	FD36-4F0D	Red Cross packages can blow up	





Rock N' Roll Racing is a trademark of Interplay Productions, Inc.

Secret of Mana™ Game

MAN

CODE	KEY IN ...	EFFECT ...	
1	EE28-EDAF	Start new game with 255 GP	
2	6D28-EFDF	Start new game with 32,768 GP	
3	EE28-EFDF	Start new game with 65,280 GP	
4	6F09-8707	Start new game at Level 16	

FOR CODES 5 THRU 9, YOU CAN'T SAVE THE HIGHER LEVEL ATTRIBUTES

5	9C06-81AD	Strength for level 16 is 90	
6	9C06-85DD	Agility for level 16 is 90	
7	9C06-850D	Constitution for level 16 is 90	
8	9C06-856D	Intelligence for level 16 is 90	
9	9C06-85AD	Wisdom for level 16 is 90	
10	EE6B-8738	Chest in elder's basement in Potos™ gives you 65360 GP	
11	C274-8764 + C277-8DA4	Staying at the inn in Potos is free if you have enough money	
12	CE5F-5767	Items in the shop at Potos are free if you have enough money	
13	DDEB-E544	Candy costs nothing	
14	DDE3-E044	Overalls costs nothing	
15	DDE8-E9C4	Bandanna costs nothing	
16	DDEC-E9C4	Cup of wishes costs nothing	
17	DDEC-E944	Medical herb costs nothing	
18	DDE7-7047	Wristband costs nothing	
19	DDE8-E144	Hair ribbon costs nothing	
20	DDE8-E1C4	Rabite cap costs nothing	
21	DDEC-E0C4 + DDEC-E034	Faerie walnut costs nothing	
22	DDEC-E044	Royal jam costs nothing	
23	DDEB-E5C4	Chocolate costs nothing	

24 DDA8-E71S

Staying at Neko's™ costs nothing instead of 30

26 8208-776D

Protection from most hits—SWITCH OFF TO KILL ENEMIES



Secret of Mana, Potos and Neko are trademarks of Square Co., Ltd.

Shadowrun™ Game

DORUN

CODE

KEY IN ...

EFFECT ...

1 D4BE-4DA4

Start with computer, firearms skills at level 2

2 D7BE-4DA4

Start with computer, firearms skills at level 3

3 D08E-4DA4

Start with computer, firearms skills at level 4

4 D98E-4DA4

Start with computer, firearms skills at level 5

5 D18E-4DA4

Start with computer, firearms skills at level 6

6 6DAE-4FA7 + FFAE-44D7

Everything is free

7 CEEF-4DDD

Don't subtract karma for spells/skills (must have enough to advance)

8 CE6D-47A4

Don't subtract karma for shooting people—ignore message saying you lost karma

9 8E69-3DA4

Don't subtract spell points (works for all spell casters). note: casting spells you aren't allowed to raises your spell points.

10 D48C-4404

Start with 2 strength and charisma

11 D0BC-4404

Start with 4 strength and charisma

12 D98C-4404

Start with 5 strength and charisma

13 D18C-4404

Start with 6 strength and charisma



CAUTION: NEVER GO OVER 250 STAMINA! THE GAME WILL FREEZE

14 7488-4DA4

Start with 50 stamina

15 10B8-4DA4

Start with 100 stamina

16 F0E1-1FDD

Going up 1 body point adds 20 stamina instead of 10

17 F3E1-1FDD

Going up 1 body point adds 30 stamina instead of 10



CODES 18 THRU 48 ARE ONE-TIME-USE CODES THAT MODIFY ONLY A SAVED GAME. ENTER A 5-PART CODE, LOAD YOUR SAVED GAME, THEN RE-SAVE. THE CODE DOESN'T NEED TO BE USED ANYMORE. REPEAT WITH OTHER 5-PART CODES IF DESIRED

18 DFBC-17AF + DE88-1D0F + 7A88-1D6F + 6E88-1DDF + S388-1DAF

Add 65,000 nuyen™ (if less than 65,000)

19 D48C-17AF + DE88-1D0F + 7A88-1D6F + 6E88-1DDF + S388-1DAF

Add about 131,000 nuyen (if less than 65,000)

20 D68C-17AF + DE88-1D0F + 7A88-1D6F + 6E88-1DDF + S388-1DAF

Add about 524,000 nuyen (if less than 65,000)

21 108C-17AF + DD88-1D0F + 7A88-1D6F + 6E88-1DDF + S388-1DAF

Set stamina to 100

22 A68C-17AF + DDB8-1D0F + 7A88-1D6F + 6E88-1DDF + S388-1DAF

Set stamina to 200



- 23 DCBC-17AF + EABB-1D0F + 7BBB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 24 F0BC-17AF + EABB-1D0F + 7BBB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 25 FBBC-17AF + EABB-1D0F + 7BBB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 26 D1BC-17AF + E2BB-1D0F + 7BBB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 27 D1BC-17AF + EEBB-1D0F + 7BBB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 28 9DBC-17AF + FFBB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 29 CDBC-17AF + FFBB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 30 EEBB-17AF + FFBB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 31 DFBC-17AF + F4BB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 32 D4BC-17AF + F4BB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 33 D7BC-17AF + F4BB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 34 D1BC-17AF + F4BB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF

Set magic total possible to 10 (and spell points to 100)

Set total possible magic to 20 (and spell points to 200)

Set total possible magic to 25 (and spell points to 250)



Set strength to 6

Set charisma to 6

Set karma to 10 (if karma is less than 32)

Set karma to 20 (if karma is less than 32)

Set karma to 31 (if karma is less than 32)

Add 32 karma (if karma is less than 32)

Add 64 karma (if karma is less than 32)

Add 96 karma (if karma is less than 32)

Add 192 karma (if karma is less than 32)



FOR CODES 35 THRU 40, YOUR MAGIC LEVEL MUST BE AT LEAST 1 TO USE SPELLS

- 35 D1BC-17AF + D5BB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 36 D1BC-17AF + D6BB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 37 D1BC-17AF + DBBB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 38 D1BC-17AF + DCBB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 39 D1BC-17AF + DBBB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 40 D1BC-17AF + DABB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 41 D9BC-17AF + DFBB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 42 DCBC-17AF + DFBB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 43 DEBC-17AF + DFBB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 44 D1BC-17AF + D0BB-1D0F + 7AB8-1D6F + 6EBB-1DDF + 53BB-1DAF
- 45 D1BC-17AF + D9BB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 46 D1BC-17AF + D7BB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 47 D1BC-17AF + D4BB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF
- 48 D1BC-17AF + D1BB-1D0F + 7ABB-1D6F + 6EBB-1DDF + 53BB-1DAF

Learn powerball spell, level 6

Learn heal spell, level 6

Learn invisibility spell, level 6



Learn armor spell, level 6

Learn summon spirit spell, level 6

Learn freeze spell, level 6



Learn firearms skill, level 5

Learn firearms skill, level 10

Learn firearms skill, level 15



Learn computer skill, level 6

Learn leadership skill, level 6

Learn armed combat skill, level 6

Learn unarmed combat skill, level 6



Learn negotiation skill, level 6





Shadowrun, Jake and nuyen are trademarks of FASA Corporation.

Street Fighter II™ Game (Still More Codes)

SF2

CODE KEY IN ...

EFFECT ...

54	DDB4-DD01	Some special moves are easier to perform (Edmond Honda™: Sumo Head Butt™; Blanka™: Rolling Attack™; Guile™: Flash Kick™; Guile™: Sonic Boom™; Chun Li™: Whirlwind Kick™)	
55	DFA0-DDA0 + ADA0-DFD0	No pause after throwing a Fireball	
56	6D2S-A467 + 6F2S-A4A7	Players can hit each other no matter where they are	
57	DAB8-A761	Do special moves by just pressing buttons (may make Fireballs lower)	
58	DDBB-ADF3	Fireballs are lower to the ground	
59	1DBB-ADF3	Fireballs are higher off the ground	
60	DDE3-DF01	Fireballs, Sonic Booms and Yoga Fires™ always go to the right (thrown to the left, they go backwards)	
61	EEB8-A793	Light Fireballs, Sonic Booms and Yoga Fires are slower	
62	EBB8-A793	Light Fireballs, Sonic Booms and Yoga Fires are faster	
63	EDBB-A793	Light Fireballs, Sonic Booms and Yoga Fires are super fast	
64	EEBB-A723	Medium Fireballs, Sonic Booms and Yoga Fires are slower	
65	EBBB-A723	Medium Fireballs, Sonic Booms and Yoga Fires are faster	
66	EDBB-A723	Medium Fireballs, Sonic Booms and Yoga Fires are super fast	
67	EEBA-AD93	Hard Fireballs, Sonic Booms and Yoga Fires are slower	
68	EBBA-AD93	Hard Fireballs, Sonic Booms and Yoga Fires are faster	
69	EDBA-AD93	Hard Fireballs, Sonic Booms and Yoga Fires are super fast	
70	DDB1-D4F3 + EEB1-D7B3	Light Sumo Head Butts and Rolling Attacks are slower	
71	DDB1-D4F3 + EEB1-D7B3	Light Sumo Head Butts and Rolling Attacks are faster	
72	F9B1-D4F3 + EDB1-D7B3	Light Sumo Head Butts and Rolling Attacks are super fast	
73	DDB1-D4B3 + EEBS-DDF3	Medium Sumo Head Butts and Rolling Attacks are slower	
74	DCB1-D4B3 + ESBS-DDF3	Medium Sumo Head Butts and Rolling Attacks are faster	
75	F1B1-D4B3 + 33BS-DDF3	Medium Sumo Head Butts and Rolling Attacks are super fast	
76	DDB1-D7F3 + EEBS-DDB3	Hard Sumo Head Butts and Rolling Attacks are slower	
77	DBB1-D7F3 + E9BS-DDB3	Hard Sumo Head Butts and Rolling Attacks are faster	
78	FSB1-D7F3 + 32BS-DDB3	Hard Sumo Head Butts and Rolling Attacks are super fast	
79	6DA4-6707	Most special moves disabled (computer can still do them, Zangief™ can still do Spinning Clothesline™)	

80 CB61-07A4

Invisible Fireballs, Sonic Booms, Yoga
Fires and Yoga Flames™

81 1868-0D6C

No Fireballs, Sonic Booms or Yoga Fires,
makes Yoga Flame invisible

Street Fighter II, Edmond Honda, Sumo Head Butt, Blanka, Rolling Attack, Guile, Flash Kick, Guile, Sonic Boom, Chun Li, Whirlwind Kick, Yoga Fire, Yoga Flame, Zangief and Spinning Clothesline are trademarks of Capcom USA, Inc.














Super Mario All-Stars™ Game

"FILE A" codes affect only the game stored in FILE A.








ALL

CODE KEY IN ... EFFECT ...









Super Mario Bros.™ Game Codes




- | | | | |
|----|-----------------------------------|---|---|
| 1 | DFDF-FAAD | Start FILE A game with 2 lives |  |
| 2 | DBDF-FAAD | Start FILE A game with 10 lives |  |
| 3 | 7FDF-FAAD | Start FILE A game with 50 lives |  |
| 4 | 17DF-FAAD | Start FILE A game with 100 lives |  |
| 5 | C2C1-D4AA | Infinite lives |  |
| 6 | 6D84-DF03 | Infinite time |  |
| 7 | C26B-0FBF | 1-up worth nothing |  |
| 8 | D5DF-FADD | Allows you to select any world for FILE A |  |
| 9 | CB81-0D02 + E281-0D62 + 3C81-0DA2 | Jump lower—SWITCH OFF
EFFECTS IF YOU GET STUCK |  |
| 10 | CB81-0D02 + EC81-0D62 + 3C81-0DA2 | Super jump |  |
| 11 | CB81-0D02 + E681-0D62 + 3C81-0DA2 | Mega-jump |  |
| 12 | D62F-6DAE | Invincibility does not last as long |  |
| 13 | 9D2F-6DAE | Invincibility lasts longer |  |

The Lost Levels™ Game Codes







- | | | | |
|---|-----------------------|---|---|
| 1 | DFDF-FEDD | Start FILE A game with 2 lives |  |
| 2 | DBDF-FEDD | Start FILE A game with 10 lives |  |
| 3 | 7FDF-FEDD | Start FILE A game with 50 lives |  |
| 4 | 17DF-FEDD | Start FILE A game with 100 lives |  |
| 5 | C2B6-A455 | Infinite lives |  |
| 6 | 6D82-0F79 | Infinite time |  |
| 7 | DADF-F30D + D7DF-F36D | Allows you to select any world or
level for FILE A |  |

Super Mario Bros. 2™ Game Codes




- | | | | |
|----|-----------|-------------------------------------|---|
| 1 | DF61-05D0 | 1 life after continue |  |
| 2 | DB61-05D0 | 9 lives after continue |  |
| 3 | FB61-05D0 | 25 lives after continue |  |
| 4 | 7461-05D0 | 50 lives after continue |  |
| 5 | 1761-05D0 | 99 lives after continue |  |
| 6 | C26E-D5A6 | Infinite lives |  |
| 7 | DF6B-A9A1 | Continue with 3 hearts instead of 2 |  |
| 8 | D46B-A9A1 | Continue with 4 hearts |  |
| 9 | DD32-6966 | Never lose hearts | |
| 10 | 7A60-A966 | Jumping in place charges super jump | |

- | | | | |
|---------------------------|-----------------------|--|---|
| 11 | D1D4-FA0D | Allows you to select any world for FILE A |  |
| Super Mario Bros. 3™ Game | | | |
| 1 | DDAF-ABA3 | Fly at any time (run meter always full) |  |
| 2 | EEA4-AB63 | You can fly for as long as you want, until you land | |
| 3 | E1A3-D60A | Start and continue as Big Mario™ | |
| 4 | CB69-AC07 + DF69-AC67 | Change to Big Mario whenever you go to the map | |
| 5 | CB69-AC07 + D469-AC67 | Change to Fire Mario™ whenever you go to the map | |
| 6 | CB69-AC07 + D769-AC67 | Change to Raccoon Mario™ whenever you go to the map |  |
| 7 | CB69-AC07 + D069-AC67 | Change to Frog Mario™ whenever you go to the map | |
| 8 | CB69-AC07 + D969-AC67 | Change to Tanooki Mario™ whenever you go to the map | |
| 9 | CB69-AC07 + D169-AC67 | Change to Sledgehammer Mario™ when you go to the map | |
| 10 | D0A1-6C0A + E1A3-D60A | All power-ups turn you into Shoe Mario™
—MAY CAUSE SOME GRAPHICS TO MESS UP | |

WITH CODES 11 THRU 16, YOU STILL LOSE A LIFE FROM THE COLLISION, THEN YOU'RE INVINCIBLE EXCEPT FROM FALLS

- | | | | |
|----|-----------|---|---|
| 11 | D4AB-6CAA | Collisions turn you into Big Mario |  |
| 12 | D7AB-6CAA | Collisions turn you into Fire Mario | |
| 13 | D0A8-6CAA | Collisions turn you into Raccoon Mario—can make him get "tangled" in collisions—turn off effects to get loose |  |
| 14 | D9A8-6CAA | Collisions turn you into Frog Mario | |
| 15 | D1AB-6CAA | Collisions turn you into Tanooki Mario | |
| 16 | D5AB-6CAA | Collisions turn you into Sledgehammer Mario |  |
| 17 | C23B-680D | After getting star, invincible until end of level—
MAY HAVE TO TURN OFF EFFECTS TO JUMP UP | |
| 17 | DFBB-DBAF | 1 life after continue | |
| 18 | DBBB-DBAF | 10 lives after continue | |
| 19 | FBBB-DBAF | 26 lives after continue |  |
| 20 | 74BB-DBAF | 51 lives after continue | |
| 21 | 17BB-DBAF | 100 lives after continue | |
| 22 | B2BB-0C6D | Infinite lives |  |
| 23 | D93E-6C49 | Gain lots of lives with each 5 coins (up to 99 lives) |  |

FOR CODES 24 THRU 27, YOU MUST FIRST GET AT LEAST 100 COINS

- | | | | |
|----|-----------|--|---|
| 24 | D93E-6B19 | You only need 5 coins for a free extra life |  |
| 25 | DC3E-6B19 | You only need 10 coins for a free extra life | |
| 26 | FB3E-6B19 | You only need 25 coins for a free extra life | |
| 27 | 743E-6B19 | You only need 50 coins for a free extra life | |
| 28 | AD3E-6B01 | Power jump | |
| 29 | B63E-6B01 | Super jump |  |
| 30 | 8D3E-6B01 | Mega-jump | |
| 31 | C63E-6B01 | Ultra power jump | |
| 32 | DDA9-A603 | Skywalking (stay up until you release jump button) |  |

33 6D3D-6619

Infinite time



34 D5D4-F36D

Select any world for FILE A game—DOE5N'T
WORK ON WORLD 8

Mario All-Stars, Super Mario Bros., The Lost Levels, Super Mario Bros. 3, Big Mario, Fire Mario, Raccoon Mario, Frog Mario, Tanooki Mario, Sledgehammer Mario, Shoe Mario are trademarks of Nintendo of America Inc.

Super Off Road, The Baja™ Game

BAJA

CODE	KEY IN . . .	EFFECT . . .
1	3CA0-CD6F	Infinite nitros
2	DBB6-1FDF	\$9,000 for brakes
3	D4B6-1FDF	\$2,000 for brakes
4	DBB6-1F6F	\$9,000 for tires
5	D4B6-1F6F	\$2,000 for tires
6	D4B6-14DF	\$2,000 for shocks
7	DBB6-14DF	\$9,000 for shocks
8	D4B6-146F	\$2,000 for lights
9	DBB6-146F	\$9,000 for lights
10	D4B6-17DF	\$2,000 for engine
11	D0B6-17DF	\$4,000 for engine
12	C283-34D7	Indestructible engine
13	C28A-3D67	Indestructible shocks
14	C28C-3DD7	Indestructible tires
15	1D81-37D7	Vehicle can take only about 60% damage
16	7D81-37D7	Vehicle can take only about 35% damage



Super Off Road, The Baja is a trademark of Tradewest, Inc.

Super Turrican™ Game

TURR

CODE	KEY IN . . .	EFFECT . . .
1	DD61-6D0D	Start with 1 life—Normal/Hard only
2	DF61-6D0D	Start with 2 lives—Normal/Hard only
3	D061-6D0D	Start with 5 lives—Normal/Hard only
4	DB61-6D0D	Start with 10 lives—Normal/Hard only
5	F661-6D0D	Start with 25 lives—Normal/Hard only
6	7F61-6D0D	Start with 50 lives—Normal/Hard only
7	1461-6D0D	Start with 99 lives—Normal/Hard only
8	C22D-ADDF	Infinite lives
9	DF6F-6DDD	Start with 1 continue—Easy/Normal only
10	D46F-6DDD	Start with 2 continues—Easy/Normal only
11	D96F-6DDD	Start with 5 continues—Easy/Normal only



WITH CODES 12 THRU 15, IF YOU HAVE OVER 10 CONTINUES, IT DOESN'T SHOW

12	DC6F-6DDD	Start with 10 continues—Easy/Normal only
13	FB6F-6DDD	Start with 25 continues—Easy/Normal only
14	746F-6DDD	Start with 50 continues—Easy/Normal only
15	176F-6DDD	Start with 99 continues—Easy/Normal only
16	C266-DD6F	Infinite continues
17	D083-6D0D+BA83-67DD	Start with all weapons at maximum power (4 power-ups)
18	6D22-640F+F122-646F	Don't decrease weapon power after dying



19	DF83-6D0D	Start with blue weapon—DON'T USE WITH CODE 17
20	D483-6D0D	Start with yellow weapon—DON'T USE WITH CODE 17
21	4A82-AF0D	Never change weapon type (use with Code 19 or 20 for blue or yellow, or by itself for red)
22	C22D-0404	Infinite wheel time
23	C226-DDD4	Invincibility (falling in a hole still kills you)
24	6D28-ADDF	Level timer doesn't count down (infinite time)
25	DD8E-6DDD	Start with no "smart lines"
26	DF8E-6DDD	Start with 1 "smart line"
27	D48E-6DDD	Start with 2 "smart lines"
28	D08E-6DDD	Start with 4 "smart lines" —only 3 shown at once
29	D98E-6DDD	Start with 5 "smart lines" —only 3 shown at once
30	DC8E-6DDD	Start with 10 "smart lines" —only 3 shown at once
31	FB8E-6DDD	Start with 25 "smart lines" —only 3 shown at once
32	748E-6DDD	Start with 50 "smart lines" —only 3 shown at once
33	178E-6DDD	Start with 99 "smart lines" —only 3 shown at once
34	C226-D704	Infinite "smart lines"
35	D46D-64DD	Start on level 2
36	D76D-64DD	Start on level 3
37	D06D-64DD	Start on level 4
38	D96D-64DD	Start on level 5
39	D16D-64DD	Start on level 6
40	D56D-64DD	Start on level 7
41	D66D-64DD	Start on level 8
42	DB6D-64DD	Start on level 9
43	DC6D-64DD	Start on level 10
44	D86D-64DD	Start on level 11
45	DA6D-64DD	Start on level 12

Super Turrican, Turrican, Machine and Katakis are trademarks of Seika Corporation.

Super Valis IV™ Game

VAL		
CODE	KEY IN . . .	EFFECT . . .
1	042C-ADD7	Allows you to select easy mode on the options screen
2	DD66-A7A7	Infinite usage for all special attacks
3	C2AA-0DAF	Protection from most enemy attacks
4	F684-0F0D	Heart worth more
5	4684-0F0D	Heart worth much more

DON'T COMBINE ANY OF CODES 6 THRU 12. ALSO, YOU DO NOT HAVE TO HAVE ANY ITEMS FOR THE CODES TO WORK



- 6 CB62-6767 + D762-67A7
- 7 CB62-6767 + DF62-67A7
- 8 CB62-6767 + D462-67A7
- 9 CB62-6767 + D062-67A7
- 10 CB62-6767 + D962-67A7
- 11 CB62-6767 + D162-67A7
- 12 826F-A467

Item is always search
 Item is always three-way beam
 Item is always bomber
 Item is always homing
 Item is always heart
 Item is always armor
 Selecting an item does not remove it
 from the menu of available items



Super Valis IV is a trademark of Atlus.

Taz-Mania™ Game

MANIA

CODE KEY IN ...

EFFECT ...

CODES 1 THRU 4 DO NOT GIVE YOU MORE POINTS—THEY JUST REDUCE THE NUMBER OF KIWIS NEEDED TO ADVANCE

- | | | |
|---|-----------|--|
| 1 | E389-319C | Each kiwi worth 2 |
| 2 | EA89-319C | Each kiwi worth 4 |
| 3 | E889-319C | Each kiwi worth 5 |
| 4 | EB89-319C | Each kiwi worth 7 |
| 5 | 6089-319C | Advance to next level after getting 1 kiwi |



WHEN USING CODES 6 THRU 23, YOU WILL HAVE NO CONTINUES

- | | | |
|----|-----------------------------------|----------------------------|
| 6 | 4A36-1140 + 7D36-1110 + DF3F-15C0 | Start on act 1, level 2 |
| 7 | 4A36-1140 + 7D36-1110 + D43F-15C0 | Start on act 1, level 3 |
| 8 | 4A36-1140 + 7D36-1110 | Start on act 1 bonus level |
| 9 | 4A36-1140 + 7D36-1110 + D03F-15C0 | Start on act 2, level 1 |
| 10 | 4A36-1140 + 7D36-1110 + D93F-15C0 | Start on act 2, level 2 |
| 11 | 4A36-1140 + 7D36-1110 + D13F-15C0 | Start on act 2, level 3 |
| 12 | 4A36-1140 + 7D36-1110 + DS3F-15C0 | Start on act 2 bonus level |
| 13 | 4A36-1140 + 7D36-1110 + D63F-15C0 | Start on act 3, level 1 |
| 14 | 4A36-1140 + 7D36-1110 + DB3F-15C0 | Start on act 3, level 2 |
| 15 | 4A36-1140 + 7D36-1110 + DC3F-15C0 | Start on act 3, level 3 |
| 16 | 4A36-1140 + 7D36-1110 + D83F-15C0 | Start on act 3 bonus level |
| 17 | 4A36-1140 + 7D36-1110 + DA3F-15C0 | Start on act 4, level 1 |
| 18 | 4A36-1140 + 7D36-1110 + D23F-15C0 | Start on act 4, level 2 |
| 19 | 4A36-1140 + 7D36-1110 + D33F-15C0 | Start on act 4, level 3 |
| 20 | 4A36-1140 + 7D36-1110 + DE3F-15C0 | Start on act 4 bonus level |
| 21 | 4A36-1140 + 7D36-1110 + FD3F-15C0 | Start on act 5, level 1 |
| 22 | 4A36-1140 + 7D36-1110 + FF3F-15C0 | Start on act 5, level 2 |
| 23 | 4A36-1140 + 7D36-1110 + F43F-15C0 | Start on act 5, level 3 |






DONT COMBINE ANY OF CODES 24 THRU 30 WITH ANY OF CODES 6 THRU 23

- | | | |
|----|-----------|------------------------------------|
| 24 | DF3F-15C0 | Start with 1 continue instead of 3 |
| 25 | D93F-15C0 | Start with 5 continues |
| 26 | D53F-15C0 | Start with 7 continues |
| 27 | DB3F-15C0 | Start with 9 continues |
| 28 | 743F-15C0 | Start with 50 continues |
| 29 | 173F-15C0 | Start with 99 continues |
| 30 | C238-1140 | Infinite continues |



WITH CODE 31, TIMER WILL RUN DOWN BUT WILL RESET. SWITCH OFF EFFECTS TO COMPLETE BONUS STAGE AND GO ON













31	DD3B-C0C0	Infinite time	
32	D035-C540	Faster timer	
33	DF64-41C0	You have 1 minute to complete act 1, level 1	
34	D964-41C0	You have 5 minutes to complete act 1, level 1	

WITH CODES 35 THRU 39, THE GRAPHIC WILL SHOW +10, BUT THE CODES WORK

35	DD30-C910	Red bird worth 0 seconds instead of 10	
36	D430-C910	Red bird worth 20 seconds	
37	D730-C910	Red bird worth 30 seconds	
38	D030-C910	Red bird worth 40 seconds	
39	D930-C910	Red bird worth 50 seconds	
40	D522-3545	Start with 1/4 normal health	
41	DE22-3545	Start with 1/2 normal health	
42	F922-3545	Start with 3/4 normal health	
43	C935-40C0	Infinite health	





Taz-Mania, Taz and She-Devil are trademarks of Warner Bros. Inc.

Terminator™ Game

TERM CODE	KEY IN ...	EFFECT ...	
1	DCAB-A7FC	10 grenades on pick-up	
2	D4AB-A7FC	2 grenades on pick-up	
3	4AA3-0F96	Infinite grenades	
4	C2A5-0D98	Infinite missiles	
6	C286-17DD	Infinite lives—not on car stages	
7	EE81-0D9C	Longer invulnerability after being hit	
8	FE81-0D9C	Shorter invulnerability after being hit	
9	DBA2-C4AF	Start with 9 lives	
10	DFA2-C4AF	Start with 1 life	
11	4AA9-04F6	Don't lose grenades on dying	
12	4AA9-0F96	Don't lose missiles on dying	
13	D7A9-0D96	Get rapid fire on dying	
14	D767-CFAD	Start with rapid fire	

Terminator and Sarah Connor are trademarks of Cinema '84, A Greenberg Brothers Partnership.

Tiny Toon Adventures™ Buster Busts Loose™ Game

CODE	KEY IN ...	EFFECT ...	
1	DF6F-14DF	Start with 1 life	
2	D96F-14DF	Start with 5 lives	
3	FD6F-14DF	Start with 10 lives	
4	496F-14DF	Start with 25 lives	
5	9D6F-14DF	Start with 50 lives	
6	BB6F-14DF	Start with 99 lives	
7	DFC0-CFAF	Continue with 1 life	
8	D9C0-CFAF	Continue with 5 lives	
9	FDC0-CFAF	Continue with 10 lives	
10	49C0-CFAF	Continue with 25 lives	

11	9DC0-CFAF	Continue with 50 lives
12	8BC0-CFAF	Continue with 99 lives
13	DD34-37D7	Infinite lives—except football level
14	DDC0-3F07	Infinite lives—football level
15	DD6D-47D0	Start with no continues on normal level
16	DS6D-47D0	Start with 7 continues on normal level
17	DB6D-47D0	Start with 9 continues on normal level
18	DD6D-4700	Start with no continues on challenge level
19	D96D-4700	Start with 5 continues on challenge level
20	DS6D-4700	Start with 7 continues on challenge level
21	DB6D-4700	Start with 9 continues on challenge level
22	DFCD-4FAF	Start with 1 heart on Children or Normal difficulty levels —DON'T PICK CHALLENGE LEVEL
23	D0CD-4FAF	Start with 4 hearts on Children or Normal difficulty levels, 2 on Challenge
24	D9CD-4FAF	Start with 5 hearts on Children or Normal difficulty levels, 3 on Challenge
25	3CE9-448A	Infinite health (when hit, a fake empty heart appears)
26	D184-C4A1	5 heart maximum on challenge level
27	C927-47AD	Dash meter doesn't go down
28	D46B-CFAF	1-up gives 2 free guys—not on mystery weight challenge level, or if you get 1-up by collecting stars
29	D43E-C48E	Small star worth 2 stars
30	D93E-C48E	Small star worth 5 stars
31	FD3E-C48E	Small star worth 10 stars
32	DF64-14AA	Gold Gogo Dodo Trophy™ lasts 1/2 as long
33	D064-14AA	Gold Gogo Dodo Trophy lasts 2x as long
34	C9CE-1F0F	Choose bonus level after completing a level
35	7036-C001	Passwords work on any difficulty level (not just Children level)



Tiny Toon Adventures, Buster Busts Loose, Buster Bunny and Gold Gogo Dodo Trophy are trademarks of Warner Bros.

Tuff E Nuff™ Game

TUFF CODE	KEY IN . . .	EFFECT . . .
1	6D6S-14D4	Each round is 80 seconds
2	1D6S-14D4	Each round is 60 seconds
3	0D6S-14D4	Each round is 40 seconds
4	4D6S-14D4	Each round is 20 seconds
5	DDAE-CDAS	Allows you to select same player vs. same player in a 1-player vs. 2-player game (must select 2nd player using right button, not left)
6	EEA3-C7A1	Allows you to select any character in a vs. computer game.
7	F1CE-1FD9	Start with 1/4 health—player 1 only
8	4ACE-1FD9	Start with 1/2 health—player 1 only
9	04CE-1FD9	Start with 3/4 health—player 1 only



USE CODES 10 THRU 18 FOR PRACTICE ONLY. YOU GO BACK TO THE LEVEL 1 AFTER COMPLETING THE SELECTED LEVEL. ALSO, IGNORE LEVEL INDICATION

- | | | |
|----|-----------|---------------------------|
| 10 | D066-446F | Play stage 2 in story |
| 11 | D166-446F | Play stage 3 in story |
| 12 | D666-446F | Play stage 4 in story |
| 13 | DC66-446F | Play stage 5 in story |
| 14 | DA66-446F | Play stage 6 in story |
| 15 | D366-446F | Play stage 7 in story |
| 16 | FD66-446F | Play stage 8 in story |
| 17 | F466-446F | Play stage 9 in story |
| 18 | F066-446F | Play final stage in story |



FOR CODES 19 THRU 41, SUBSTITUTE "DD" FOR THE 1ST 2 CHARACTERS OF THE CODE TO DO NO DAMAGE—MAY NOT WORK RIGHT IN ALL CASES. SUBSTITUTE "55" TO WIN WITH ONE HIT—MAY NOT WORK RIGHT IN ALL CASES. FOR "NO DAMAGE" CODES, A FIGHTER MAY TAKE DAMAGE IF HE BLOCKS

- | | | |
|----|-----------|--|
| 19 | F62E-46F3 | Syoh™ and Zazi™'s High Fist Thrust™ does more damage |
| 20 | 4024-3BF3 | Syoh and Zazi's Sliding Heel Kick™ does more damage |
| 21 | 402F-16FE | Syoh and Zazi's Big Head Thrust Punch™ does more damage—from close up only |
| 22 | DD2F-16FE | Syoh and Zazi's Big Head Thrust Punch does no damage |
| 23 | 4020-CCBE | Syoh and Zazi's Flying Side Kick™ does more damage—from close up only |
| 24 | 4030-1B9A | Syoh and Zazi's Ball of Energy™ does more damage |
| 25 | 4C2E-1B2E | Syoh and Zazi's Palm Hit Drop™ does more damage |
| 26 | 403D-3CFA | Zazi's Blue Thunder Punch™ and Syoh's Dragon Blade™ does more damage |
| 27 | F322-3617 | Kotono™'s Straight Line Slash™ does more damage |
| 28 | F623-CC17 | Kotono's Sweeping Knee Kick™ does more damage |
| 29 | F339-3614 | Kotono's Flying Swallow Double Drop™ does more damage |
| 30 | F624-3C37 | Kotono's Flying Side Kick does more damage |
| 31 | F332-3B44 | Kotono's Flying Swallow Point Break™ does more damage |
| 32 | F33E-1C3F | Kotono's Drawn Sword Mist Slash™ does more damage |
| 33 | F633-3B14 | Kotono's Double Edge™ does more damage |
| 34 | 403B-364F | Kotono's Special Kick does more damage |
| 35 | 4C3B-4BC9 | Vortz™'s Middle Kick does more damage |
| 36 | F630-4B49 | Vortz's Low Kick does more damage |
| 37 | 4C3C-3B30 | Vortz's Low Aerial Drop Kick™ does more damage |
| 38 | 4031-CB10 | Vortz's Big Double Sledge Hammer™ does more damage |
| 39 | F33D-3C30 | Vortz's Diving Knee Pad™ does more damage |
| 40 | 4C3B-CB30 | Vortz's Diving Elbow™ does more damage |
| 41 | 4C30-1BC9 | Vortz's Lightning Tackle™ does more damage |



Tuff E Nuff, Syoh, Zazi, Kotono, Vortz, High Fist Thrust, Sliding Heel Kick, Big Head Thrust Punch, Flying Side Kick, Ball of Energy, Palm Hit Drop, Thunder Punch, Dragon Blade, Straight Line Slash, Sweeping Knee Kick, Flying Swallow Double Drop, Flying Swallow Point Break, Drawn Sword Mist Slash, Double Edge, Low Aerial Drop Kick, Big Double Sledge Hammer, Diving Knee Pad, Diving Elbow and Lightning Tackle are trademarks of Jaleco USA, Inc.

Wayne's World™ Game

HURL

CODE	KEY IN . . .	EFFECT . . .
1	DFAA-A764	Start with 1 life
2	D7AA-A764	Start with 3 lives
3	D5AA-A764	Start with 7 lives
4	DBAA-A764	Start with 9 lives
5	C28F-0704	Infinite lives
6	DF87-0764	Start with 1 Worthiness™ point
7	D787-0764	Start with 3 Worthiness points
8	D5B7-0764	Start with 7 Worthiness points
9	DBB7-0764	Start with 9 Worthiness points
10	C2BC-D728	Infinite Worthiness
11	C2B5-04BC	Worthiness item worth nothing on pick-up
12	C2B0-04BC	Schwing™ item worth nothing on pick-up
13	C269-0DBB	Infinite Schwings if you have at least 1
14	EEB3-DF9B	Invincibility lasts longer after getting hit
15	FDB3-DF9B	Invincibility does not last as long after getting hit
16	82BB-0FF8	Invincibility lasts forever after getting hit (Wayne™ blinks)
17	6DBB-D428	Invincibility (Wayne doesn't blink)
18	DDBB-D4BC	Amp power-up worth nothing on pick-up
19	D0BB-D4BC	Amp power-up gives you Distortion-type chords
20	D4BB-D4BC	Amp power-up gives you Mega-Amp-type chords
21	D7BB-D4BC	Amp power-up gives you Chorus-type chords
22	D9BB-D4BC	Amp power-up gives you Homer-type chords
23	DDBD-0DFC	Distortion power-up worth nothing on pick-up
24	DFBD-0DFC	Distortion power-up gives you Amp-type chords
25	D4BD-0DFC	Distortion power-up gives you Mega-Amp-type chords
26	D7BD-0DFC	Distortion power-up gives you Chorus-type-chords
27	D9BD-0DFC	Distortion power-up gives you Homer-type-chords
2B	C2BB-079C	Heart item worth nothing



Wayne's World, Wayne, Worthiness and Schwing are trademarks of NBC.

Wing Commander™ Game

WING

CODE	KEY IN . . .	EFFECT . . .
1	7ABC-3713	Increase front shield on Hornet
2	7AB4-4D1E	Increase rear shield on Hornet
3	0DBB-4F1E	Increase front armor on Hornet
4	0DBD-141E	Increase rear armor on Hornet
5	0DBE-1D1E	Increase left side armor on Hornet
6	0DB5-171E	Increase right side armor on Hornet









7	17B8-3D13	Increase front shield on Scimitar	
8	17B4-4F1E	Increase rear shield on Scimitar	
9	17BB-441E	Increase front armor on Scimitar	
10	17BD-171E	Increase rear armor on Scimitar	
11	17BE-1F1E	Increase left side armor on Scimitar	
12	17B6-1D1E	Increase right side armor on Scimitar	
13	EEBC-37C3	Mega front shields on Hornet	
14	EEB4-4DCE	Mega rear shields on Hornet	
15	99B8-3DC3	Mega front shields on Scimitar	
16	99B4-4FCE	Mega rear shields on Scimitar	

Wing Commander is a trademark of Origin Systems, Inc.

World Heroes™ Game






WORLD

CODE	KEY IN ...	EFFECT ...	
1	D509-8F04	Player 2 wins a draw	
2	D409-8F04	Player 1 wins a draw	
3	4008-8FAF	Infinite energy—player 1	
4	CD07-84AF	Slow timer down by half	
5	S349-87D4	Player 1 starts with more energy	
6	7D49-87D4	Player 1 starts with 1/2 energy	
7	DF49-87D4	Player 1 starts with very little energy	
8	534A-8F64	Player 2/CPU starts with more energy	
9	7D4A-8F64	Player 2/CPU starts with half energy	
10	DF4A-8F64	Player 2/CPU starts with very little energy	
11	7B86-84A4	Player 1 always wins	
12	FB0C-7D64 + DD0B-77A4	4 hits to win round for either player	
13	7F0C-7D64 + DD0B-77A4	2 hits to win round for either player	
14	1F0C-7D64 + DD0B-77A4	1 hit to win (sudden death)—either player	

World Heroes is a trademark of SNK & ADK.

Yoshi's Cookie™ Game

COOKI

CODE	KEY IN ...	EFFECT ...	
1	6D8F-DF3B	In Action mode, passing a stage advances to the next round	
2	D48D-AD36	Immediately complete current Action level whenever effects switch is turned on (keep switch off to play)	
3	14C6-0436	All 99 Action rounds available without the secret code	
4	DF86-A71C	In VS mode, only 1 win is required instead of 3—player 2 always wins the set (2-player only)	
5	C2A0-DF48	In VS mode, the fuses don't count down	
6	D68S-A766+DD86-AF66	In VS mode, play against tougher opponents without the secret code	

7 DD3C-6738

In Puzzle mode, passing a stage advances to the next round



8 C2EA-6718

Unlimited moves in puzzle mode (turn effects switch off to use up moves if the level becomes impossible)



Yoshi's Cookie and Yoshi are trademarks of Nintendo of America Inc.

Yoshi's Safari™ Game

ORLD

CODE

KEY IN ...

EFFECT ...

WITH CODES 1 THRU 4, IF YOU DIE AT BOSS STAGE YOU WILL GET 2 MIN.

1 DFC9-4F82

1 minute for stage 1 instead of 4

2 D8C9-4F82

9 minutes for stage 1

3 DFC9-4472

1 minute for stage 2 instead of 4

4 D8C9-4472

9 minutes for stage 2

5 C2E9-47DE

Infinite time

6 DF68-1D60 + DF26-15DF

Lose power more quickly



7 D96B-1D00 + D926-11AF

Lose power more slowly

8 DF6C-1460 + DF28-156F

Gain power more quickly



9 4D6C-1400 + 4D28-150F

Gain power more slowly



10 DD68-1D00 + DD26-11AF

Infinite power



11 D8EF-1D6E

1-up with every coin after you get 10



WITH CODES 12 AND 13, AFTER 30 YOU START WITH 10

12 F3EF-1D6E

1-up with every coin after you get 30

13 14EF-1D6E

1-up with every coin after you get 99

14 DD67-1D50

Start with 1 life



15 D067-1D50

Start with 5 lives

16 DB67-1D50

Start with 10 lives

17 C228-376D

Infinite lives



18 C221-116D + C283-4FAE

Almost infinite health



19 C28F-3D02

Don't lose coins when you miss a jump



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Zombies Ate My Neighbors™ Game

ZOMB

CODE

KEY IN ...

EFFECT ...

1 D866-4DD4

Start with 10 lives

2 D166-4DD4

Start with 7 lives

3 DD66-4DD4


Start with 1 life

4 82AA-CF07



Infinite lives










USE CODES 5 THRU 8 WITH CODES 9 THRU 20 TO START WITH THE NUMBER IN CODES 5 THRU 8 OF THE ITEM IN CODES 9 THRU 20

- | | | | |
|---|-----------|-----------------------------------|--|
| 5 | DD6B-4DA4 | Start with 50 shots in squirtgun | |
| 6 | DD6B-4D64 | Start with 100 shots in squirtgun | |
| 7 | D96B-4DA4 | Start with 550 shots in squirtgun | |
| 8 | DB6B-4DA4 | Start with 950 shots in squirtgun |  |




FOR CODES 9 THRU 20, PRESS B OR Y TO GET THE SELECTED ITEM. START WITH FIRST AID KIT

- | | | | |
|----|-----------|--|---|
| 9 | 266B-4704 | Start with soda pop cans Instead of squirtguns | |
| 10 | 216B-4704 | Start with bazookas | |
| 11 | 2C6B-4704 | Start with tomatoes | |
| 12 | A36B-4704 | Start with fire extinguishers | |
| 13 | 2A6B-4704 | Start with ice pops | |
| 14 | 236B-4704 | Start with "peppers" |  |
| 15 | 2D6B-4704 | Start with martian bubble guns | |
| 16 | 246B-4704 | Start with weed-eaters | |
| 17 | 206B-4704 | Start with ancient artifacts | |
| 18 | 3D6B-4704 | Start with plates | |
| 19 | 346B-4704 | Start with silverware | |
| 20 | 306B-4704 | Start with footballs | |
| 21 | DD30-1FA7 | Infinite weapons | |
| 22 | DB6B-4F04 | Start with 9 first aid kits instead of 1 |  |

FOR CODES 23 THRU 29, PRESS B OR Y TO GET THE SELECTED ITEM

- | | | | |
|----|-----------|---|---|
| 23 | D36C-4DD4 | Start with speed shoes instead if a first aid kit | |
| 24 | FD6C-4DD4 | Start with a monster potion | |
| 25 | F46C-4DD4 | Start with a ghost potion |  |
| 26 | F06C-4DD4 | Start with a random potion | |
| 27 | FA6C-4DD4 | Start with a pandora's box | |
| 28 | F36C-4DD4 | Start with a skeleton key | |
| 29 | 4D6C-4DD4 | Start with a decoy | |
| 30 | DD39-34D4 | Infinite special items—except keys and random potions |  |
| 31 | DD3F-1DD4 | Infinite keys once you have at least one |  |
| 32 | DBEC-4704 | Package of 99 squirtgun shots worth 999 | |
| 33 | BBE8-44D4 | Package of 20 Soda pop cans worth 99 | |
| 34 | BBE8-4464 | Package of 20 tomatoes worth 99 |  |
| 35 | BBE8-4FA4 | Package of 5 bazookas worth 999 | |
| 36 | DBEF-1F04 | Each first aid kit worth 9 on pick up |  |
| 37 | DBED-1FA4 | Each key worth 9 on pick up | |
| 38 | D965-4464 | Start with 1/2 health |  |
| 39 | D921-1DD4 | Continue with 1/2 health | |
| 40 | 3C20-4D0D | Infinite health |  |

FOR CODES 41 AND 42, YOU DON'T GET THE BONUS FOR RESCUING ALL VICTIMS. IF ZOMBIES EAT 1 VICTIM, GAME IS OVER

- | | | | |
|----|-----------|--|---|
| 41 | DF63-14DF | Only 1 victim to rescue per level |  |
| 42 | BAA1-44A4 | Can advance to next level after getting 1 victim |  |
| 43 | D46E-1D0F | Start on level 2 | |
| 44 | D76E-1D0F | Start on level 3 | |
| 45 | D06E-1D0F | Start on level 4 |  |

46	D96E-1D0F	Start on level 5
47	D16E-1D0F	Start on level 6
48	DS6E-1D0F	Start on level 7
49	D66E-1D0F	Start on level 8
50	DB6E-1D0F	Start on level 9
51	DC6E-1D0F	Start on level 10
52	D86E-1D0F	Start on level 11
53	DA6E-1D0F	Start on level 12
54	D26E-1D0F	Start on level 13
55	D36E-1D0F	Start on level 14
56	DE6E-1D0F	Start on level 15
57	FD6E-1D0F	Start on level 16
58	FF6E-1D0F	Start on level 17
59	F46E-1D0F	Start on level 18
60	F76E-1D0F	Start on level 19
61	F06E-1D0F	Start on level 20
62	F96E-1D0F	Start on level 21
63	F16E-1D0F	Start on level 22
64	F56E-1D0F	Start on level 23
65	F66E-1D0F	Start on level 24
66	FB6E-1D0F	Start on level 25
67	FC6E-1D0F	Start on level 26
68	F86E-1D0F	Start on level 27
69	FA6E-1D0F	Start on level 28
70	F26E-1D0F	Start on level 29
71	F36E-1D0F	Start on level 30
72	FE6E-1D0F	Start on level 31
73	4D6E-1D0F	Start on level 32
74	4F6E-1D0F	Start on level 33
75	446E-1D0F	Start on level 34
76	476E-1D0F	Start on level 35
77	406E-1D0F	Start on level 36
78	496E-1D0F	Start on level 37
79	416E-1D0F	Start on level 38
80	4S6E-1D0F	Start on level 39
81	466E-1D0F	Start on level 40
82	4B6E-1D0F	Start on level 41
83	4C6E-1D0F	Start on level 42
84	486E-1D0F	Start on level 43
85	4A6E-1D0F	Start on level 44
86	426E-1D0F	Start on level 45
87	436E-1D0F	Start on level 46
88	4E6E-1D0F	Start on level 47
89	7D6E-1D0F	Start on level 48
90	746E-1D0F	Start on bonus level Son of Dr. Tongue™
91	776E-1D0F	Start on bonus level Day of the Tentacle™
92	706E-1D0F	Start on bonus level Someplace Very Warm™
93	796E-1D0F	Start on bonus level Curse of the Pharaohs™
94	716E-1D0F	Start on bonus level Mushroom Men™
95	7S6E-1D0F	Start on bonus level Cheerleaders vs the Monsters™
96	7F6E-1D0F	Start on credit level Monsters Among Us™

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